

20



MASTERTRONIC
ADDED DIMENSION

PROGRAMMED BY DAVE FORMARD.
GRAPHICS BY STE & JEREMY.
MUSIC BY DAS.C.BROOKE.

SELECT GAME: TUNE UP

PRESS START TO BEGIN



ATARIMANIA
IT'S YOUR TURN!
HOLD SPACE BAR OR
BUTTON TO ROLL



You are in the Apothecary.

CODE CLUE

G = Z

K = I

Press "RETURN" to continue game.


BANK
NEWS
ATARIMANIA
MOVES MADE:4

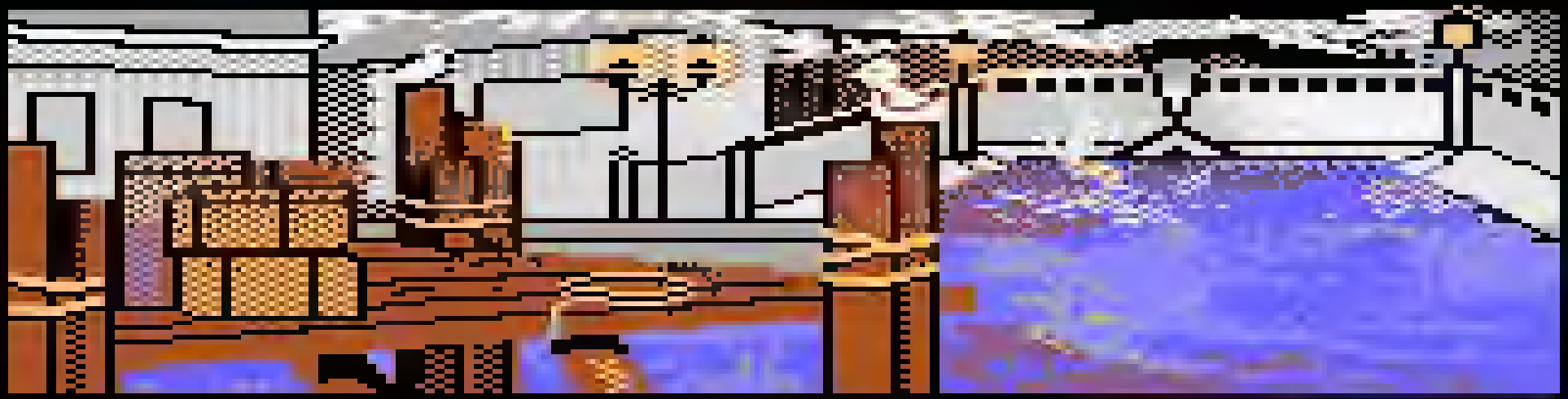


You are in the Newspaper Shop.

CODE CLUE

T = Y

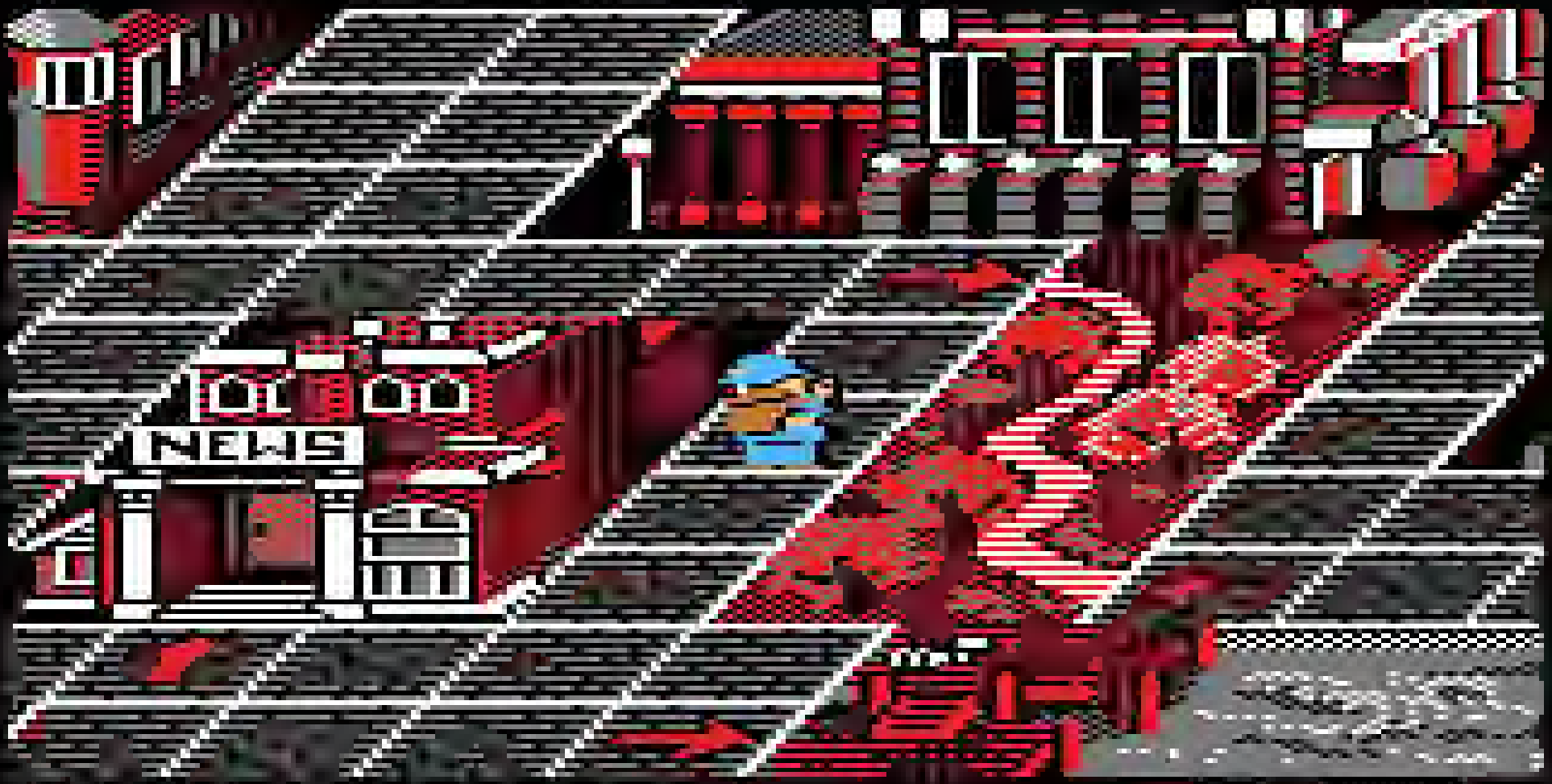
Press "RETURN" to continue game.



You are at the Dock.

The message contains VGBRR PDBYI.

Press "RETURN" to continue game.



ATARIMANIA
IT'S YOUR TURN!
HOLD SPACE BAR OR
BUTTON TO ROLL



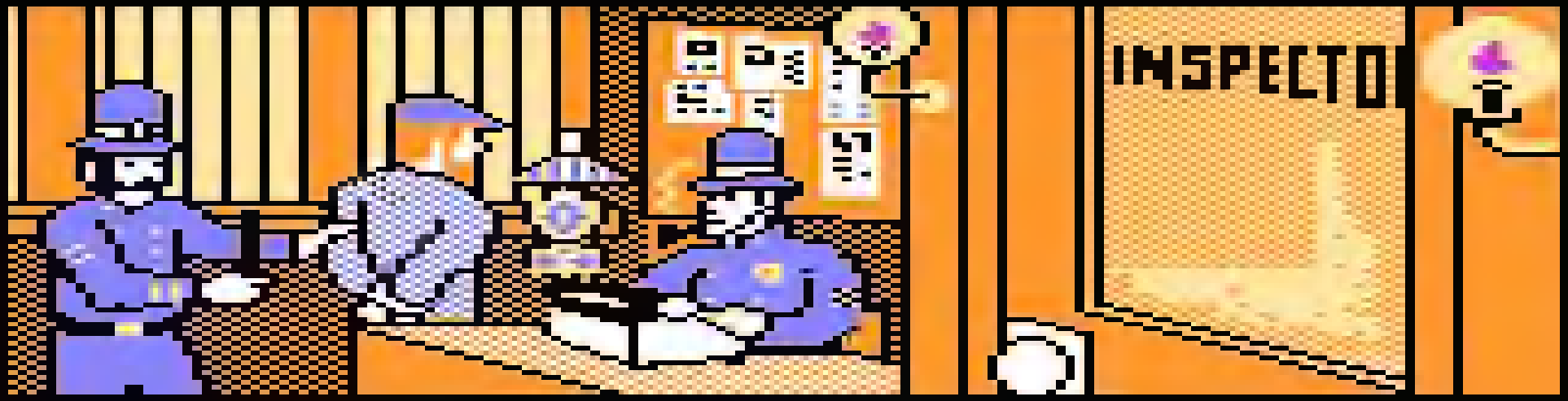


You are in the Park.

CODE CLUE

B = I

Press "RETURN" to continue game.

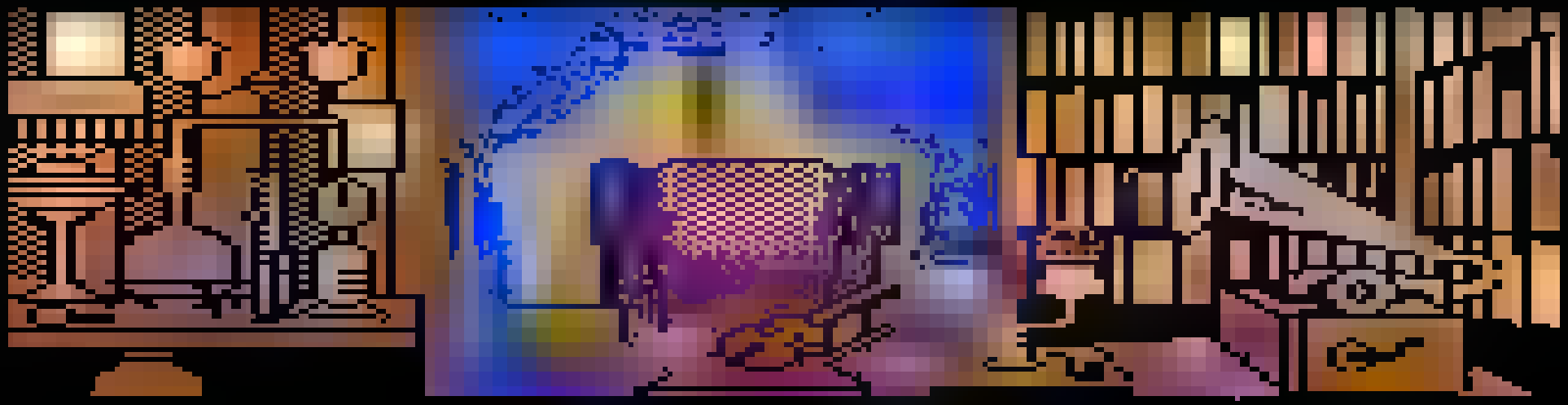


You are in Scotland Yard.

Do you want a badge or clue?

Press "B" for badge.

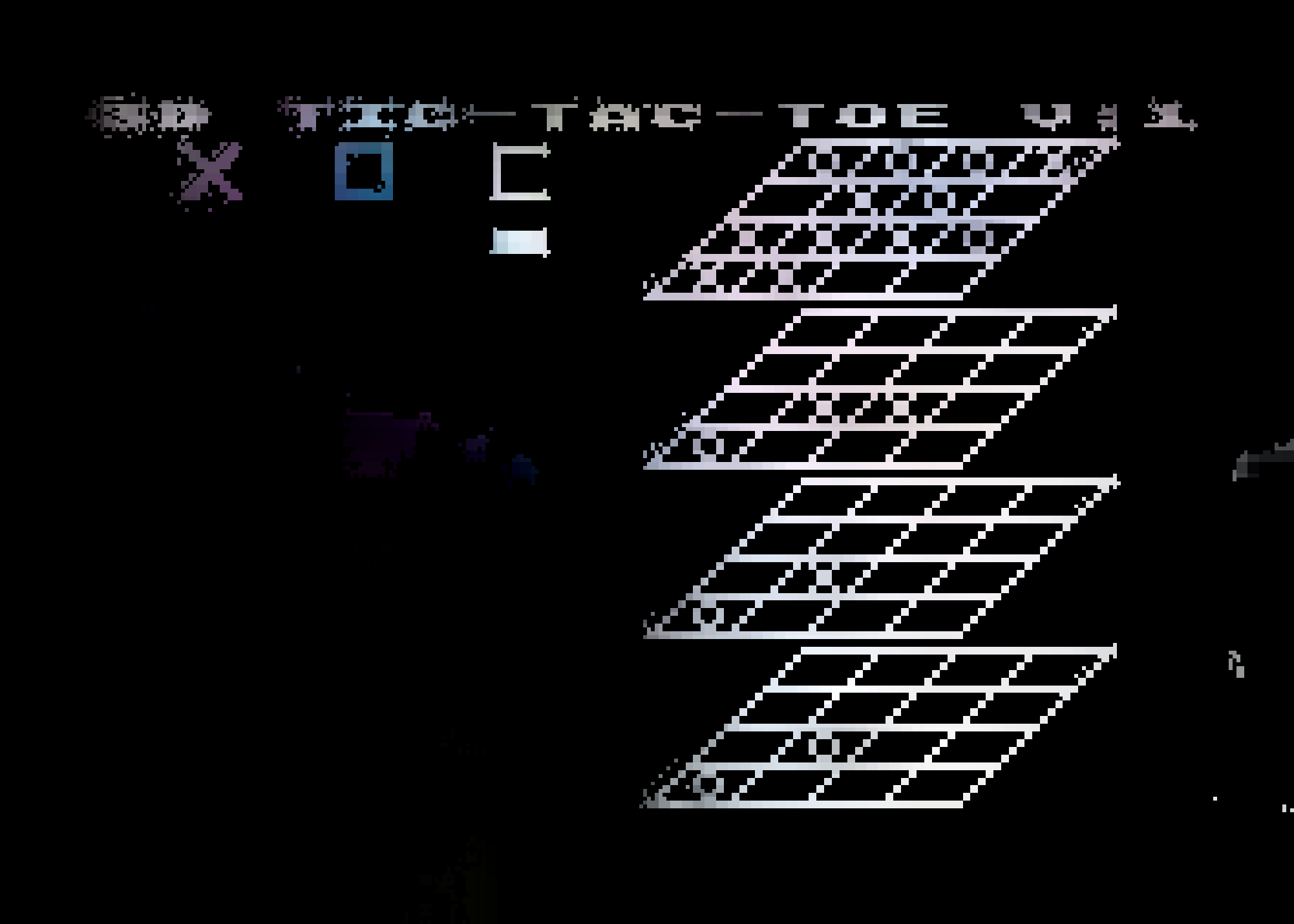
Press "C" for clue.



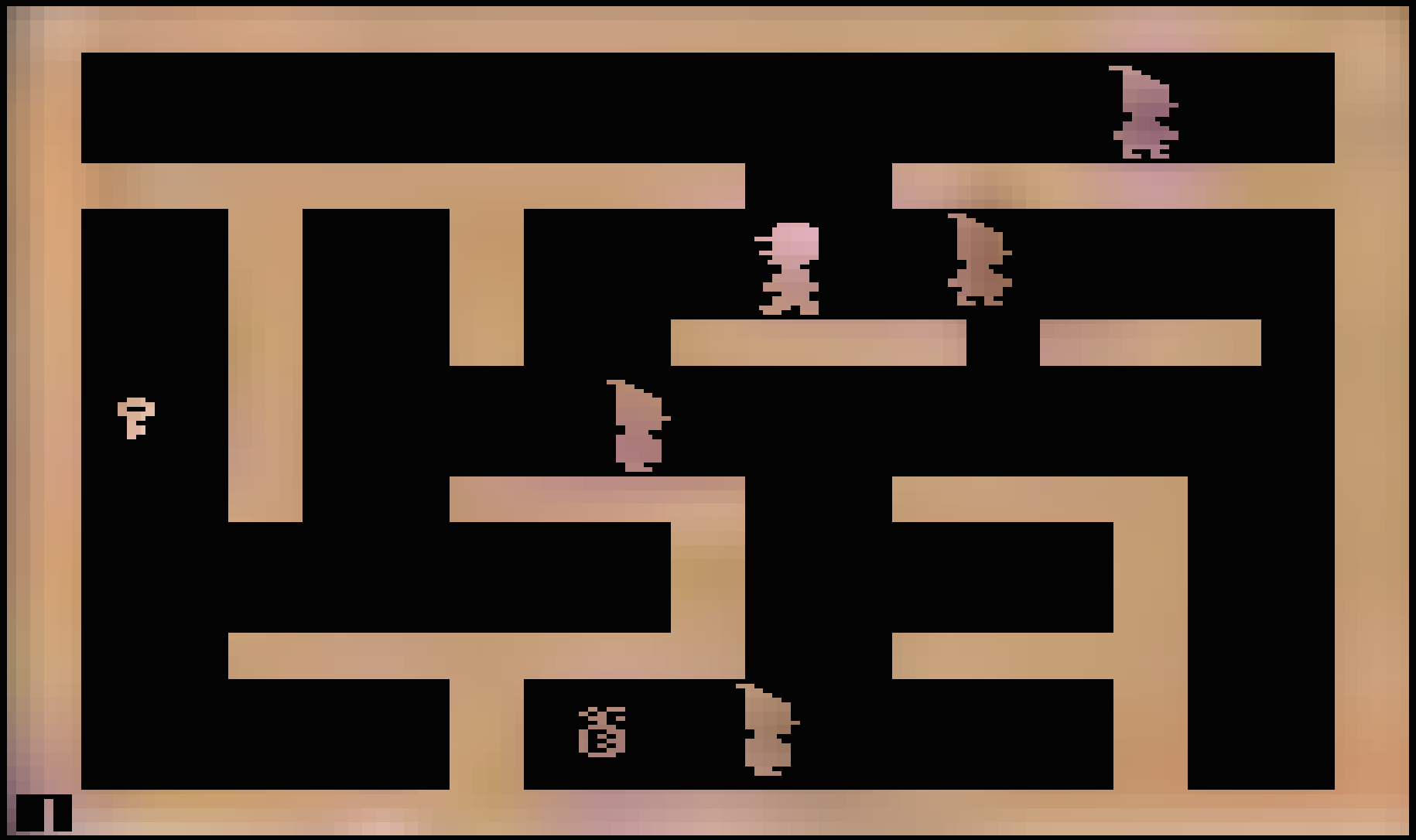
DATASOFT PRESENTS

221B Baker Street

The Bounty 904-788-4176 86mb


TIC-TAC-TOE


WAIT A MOMENT PLEASE
3D TIC-TAC-TOE
(C) SCOTT ADAMS '76

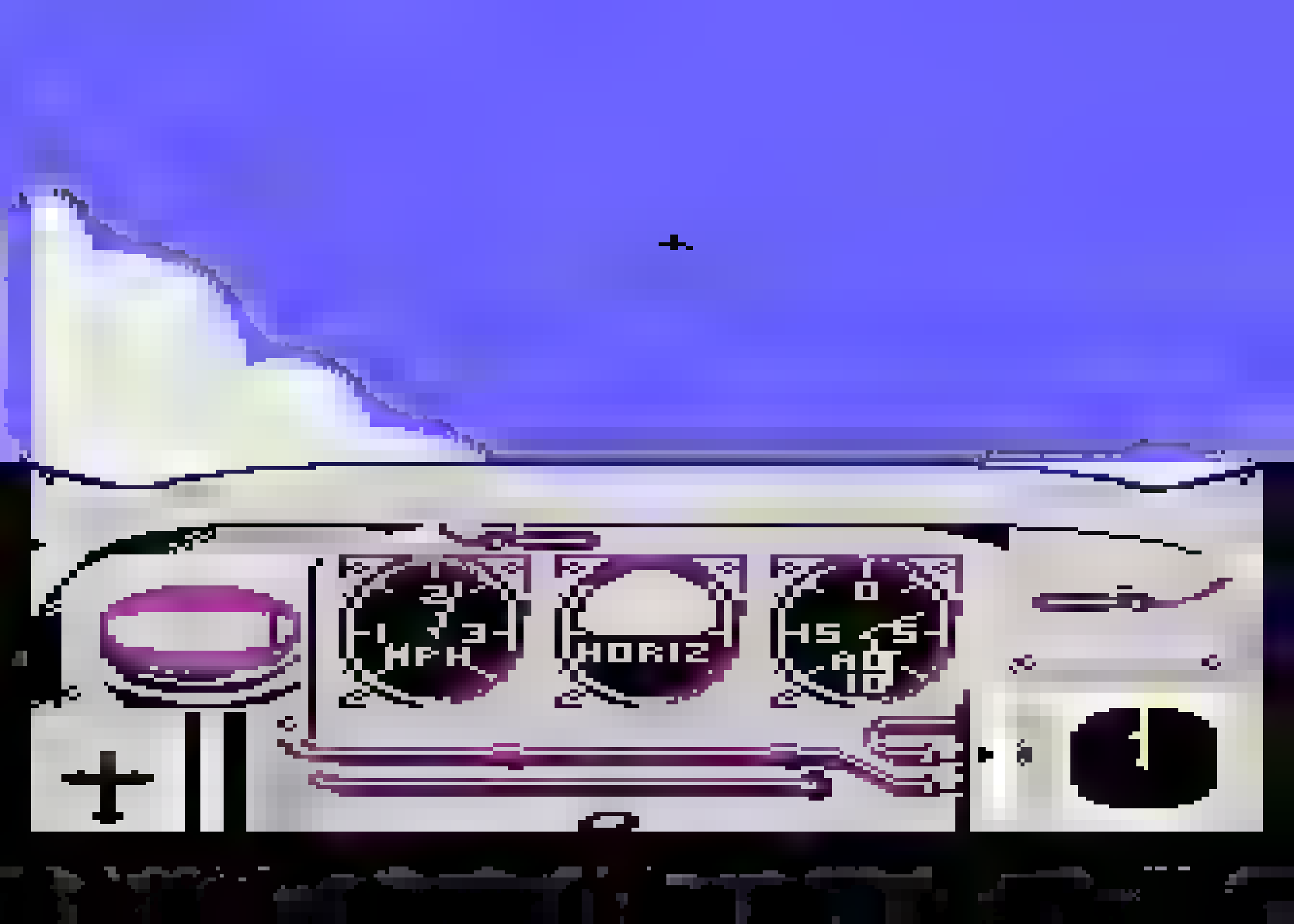

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PRESENTS

ABRACADABRA!

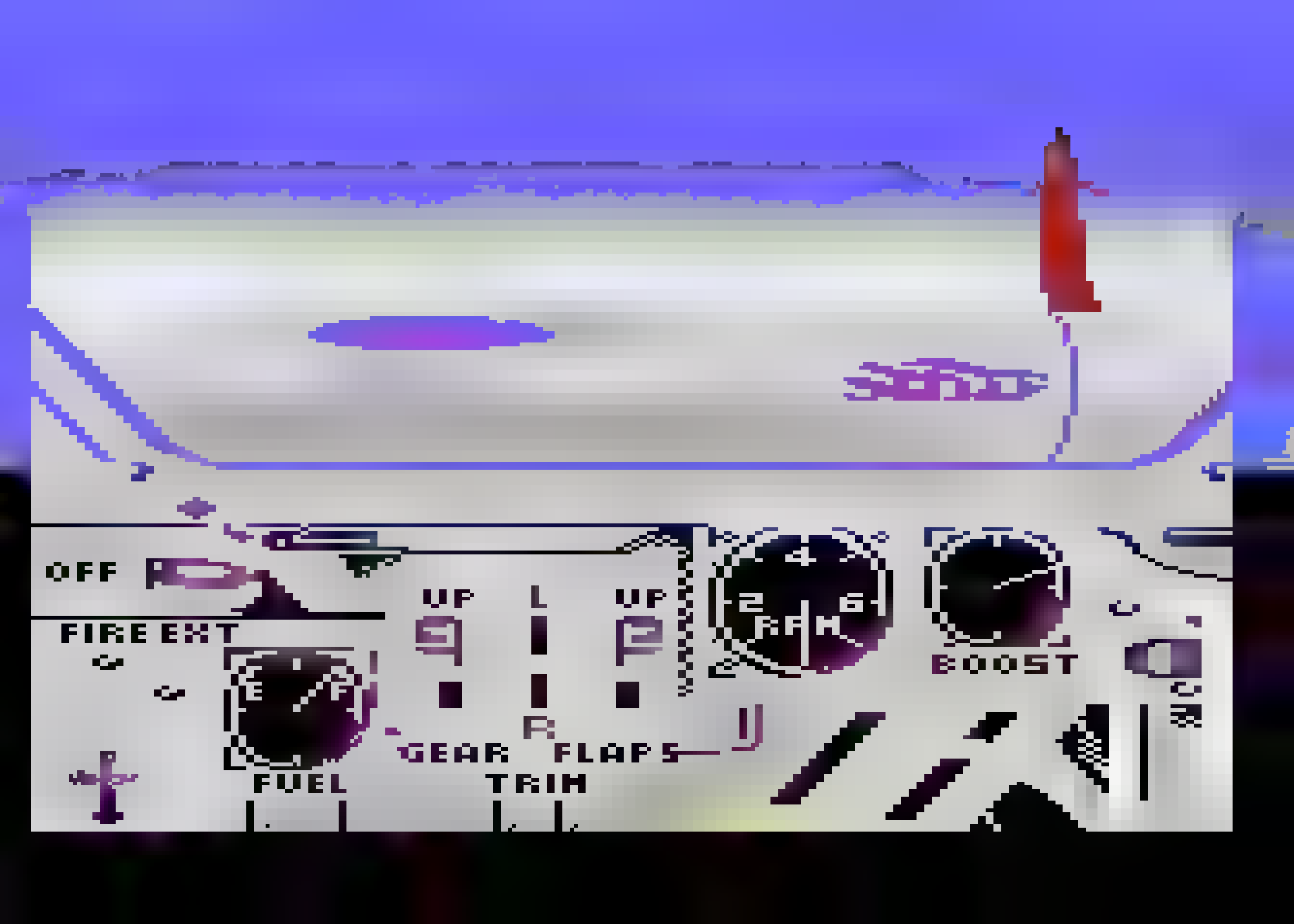
PRESS START TO BEGIN
SELECT FOR OPTION
1 PLAYER FOR LEVEL 1


MPH
HORIZ
HS
AB

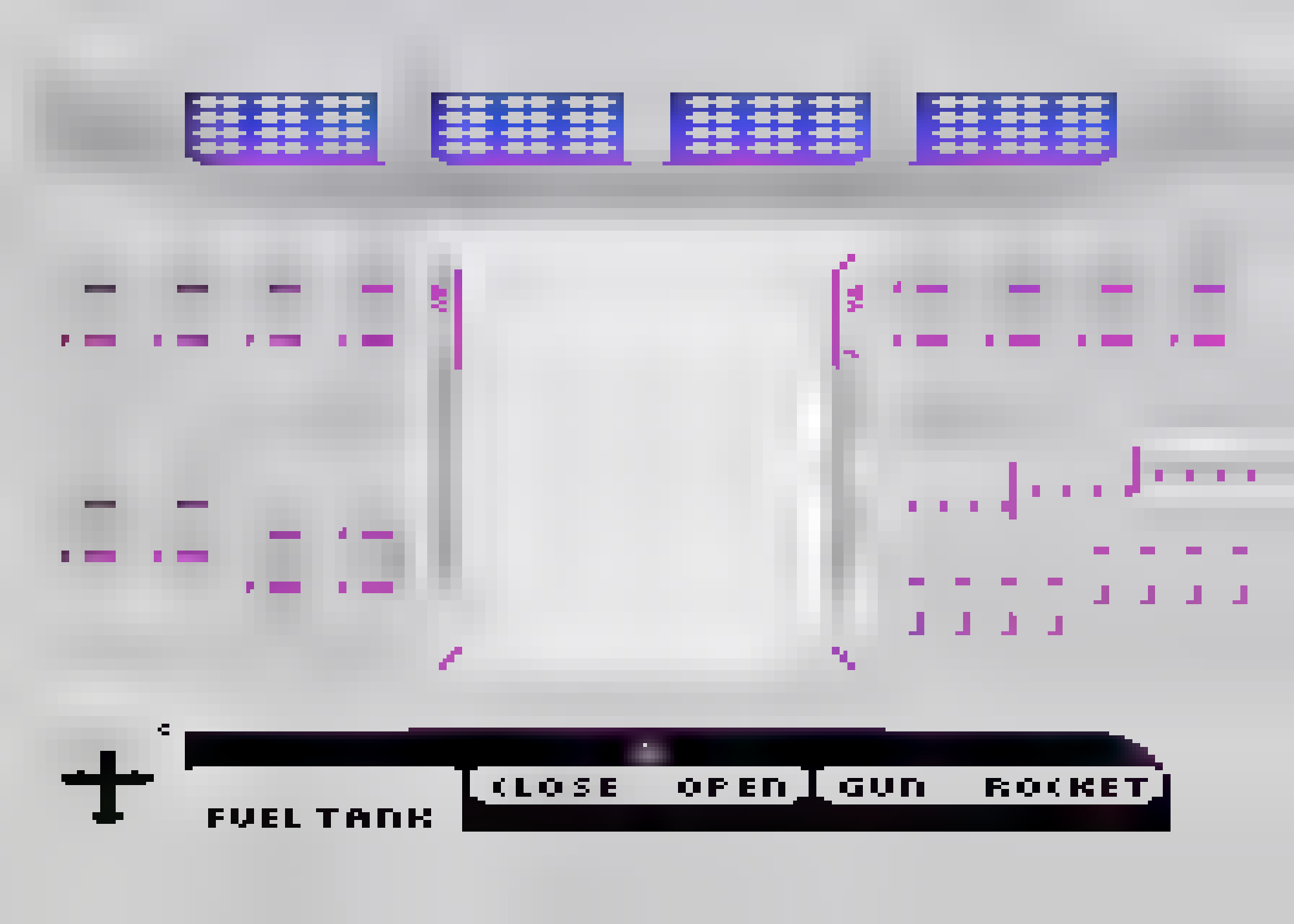


Load with weapons and fuel


MPH
HORIZ
HS
ALT


OFF
FIRE EXT
UP
UP
GEAR
FLAPS
FUEL
TRIM
BOOST

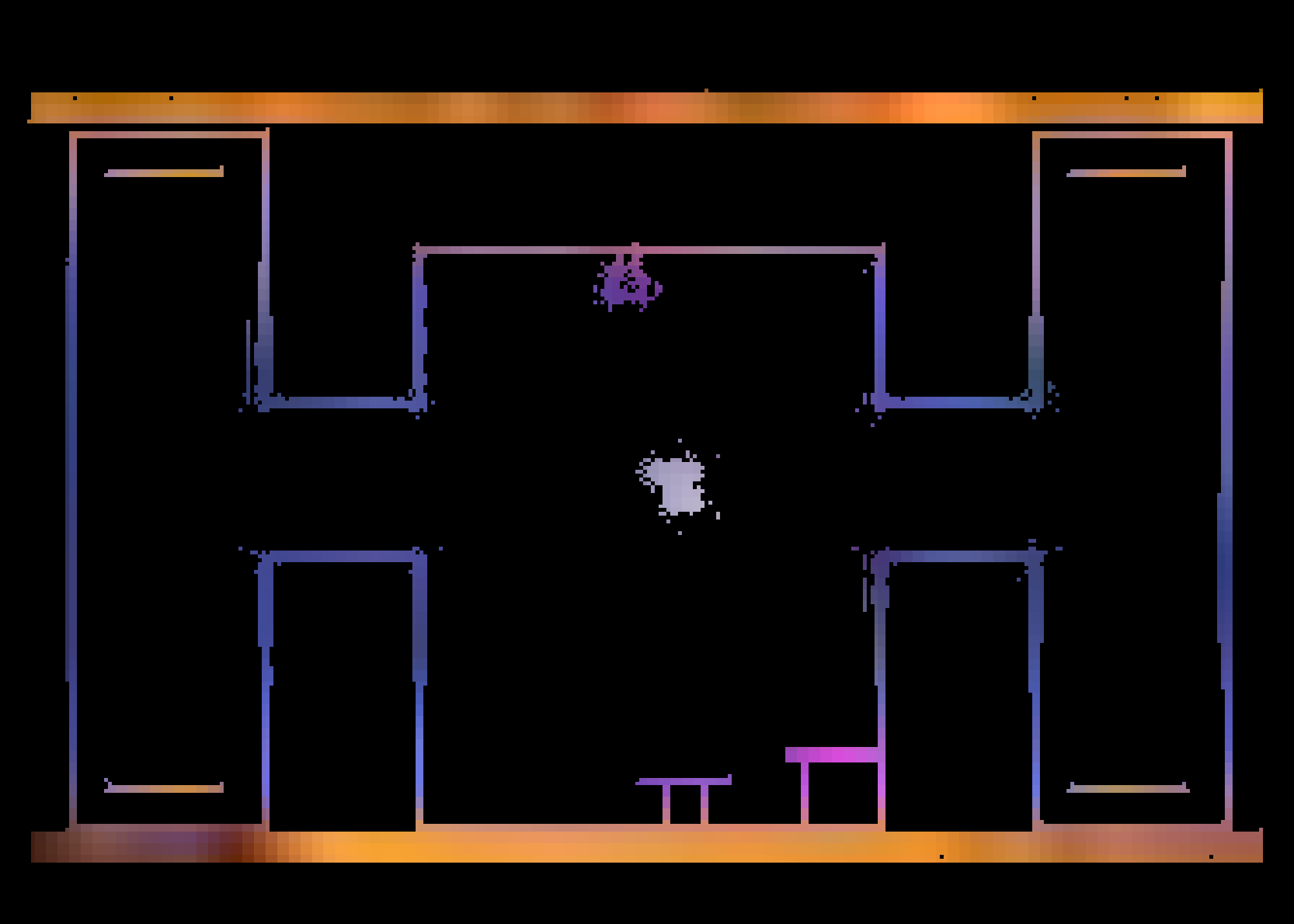

BERLIN
LONDON
AMSTERDAM
MUNICH
PARIS


FUEL TANK
CLOSE
OPEN
GUN
ROCKET

ACCOLADE™ PRESENTS

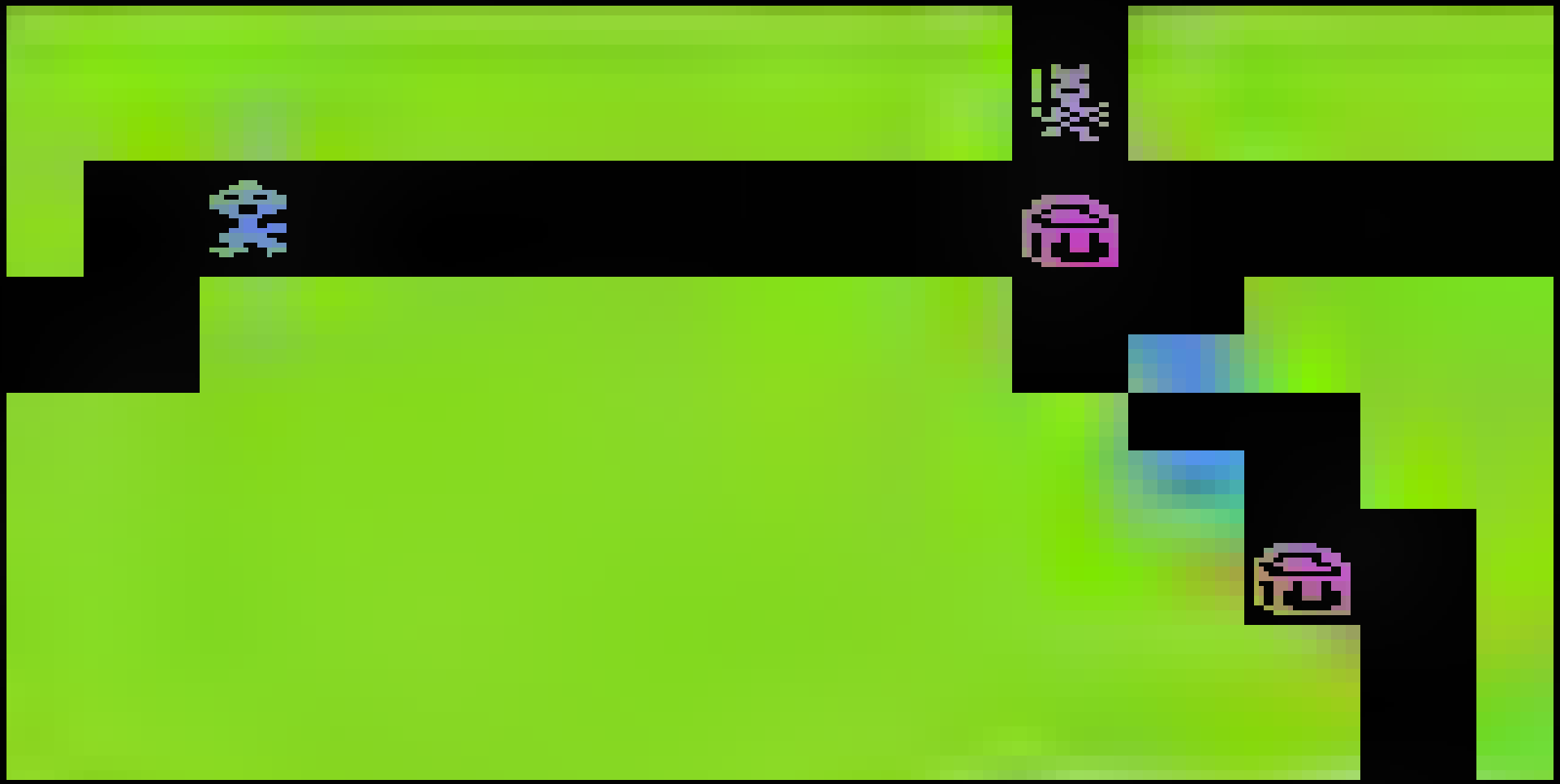
ACE OF ACES








ACTION QUEST


ENERGY 04000
WEALTH 00020
SHIELDS 001

SPINNAKER

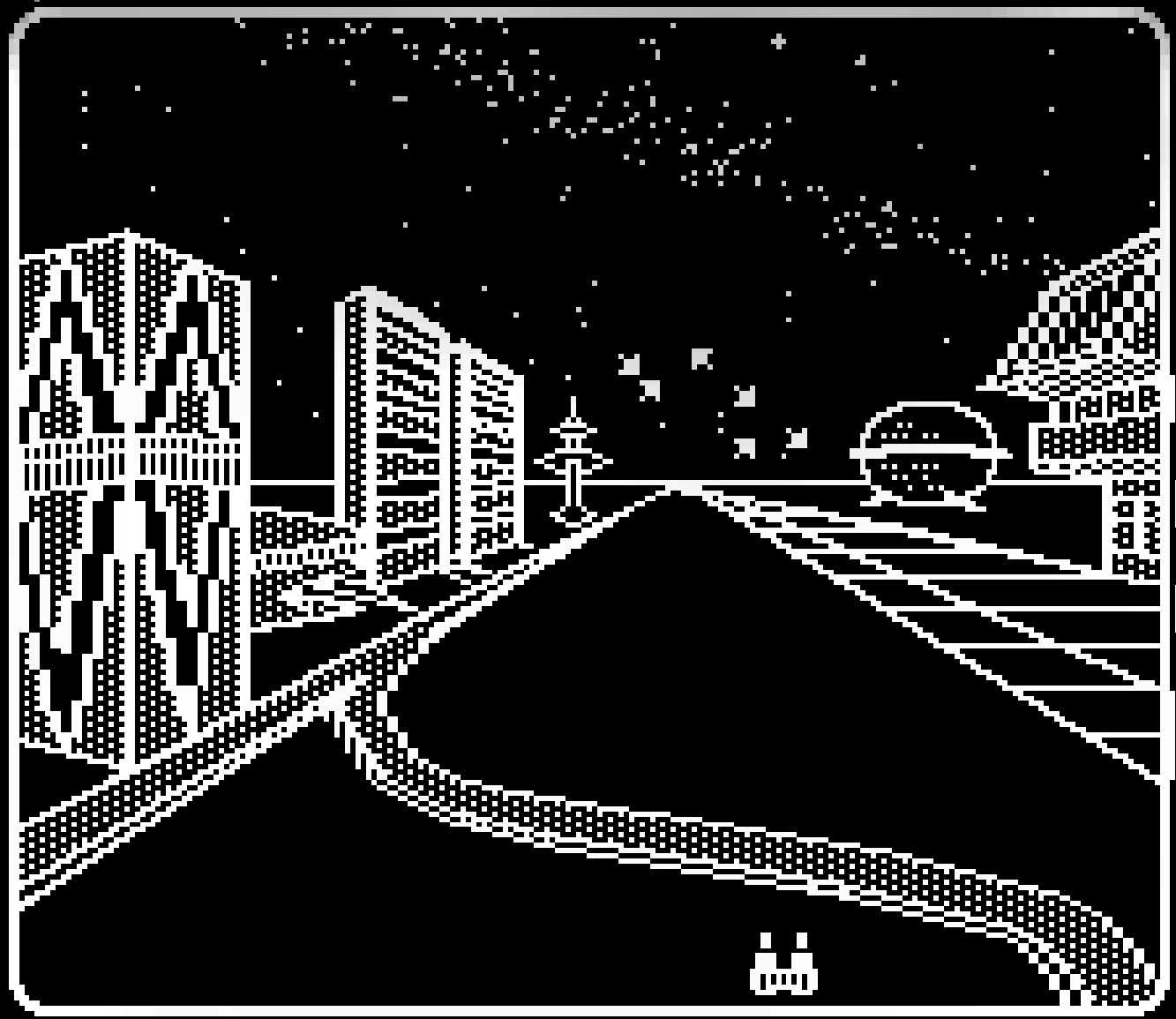
ADVENTURE CREATION

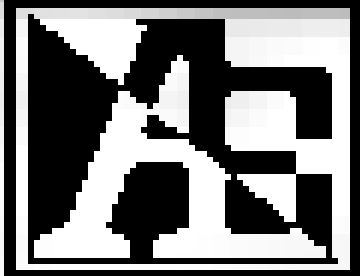
BY

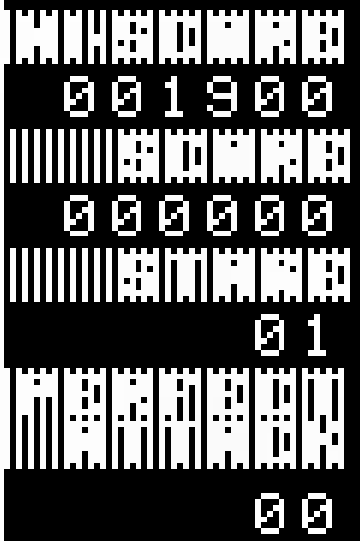
DALE DISHAROON

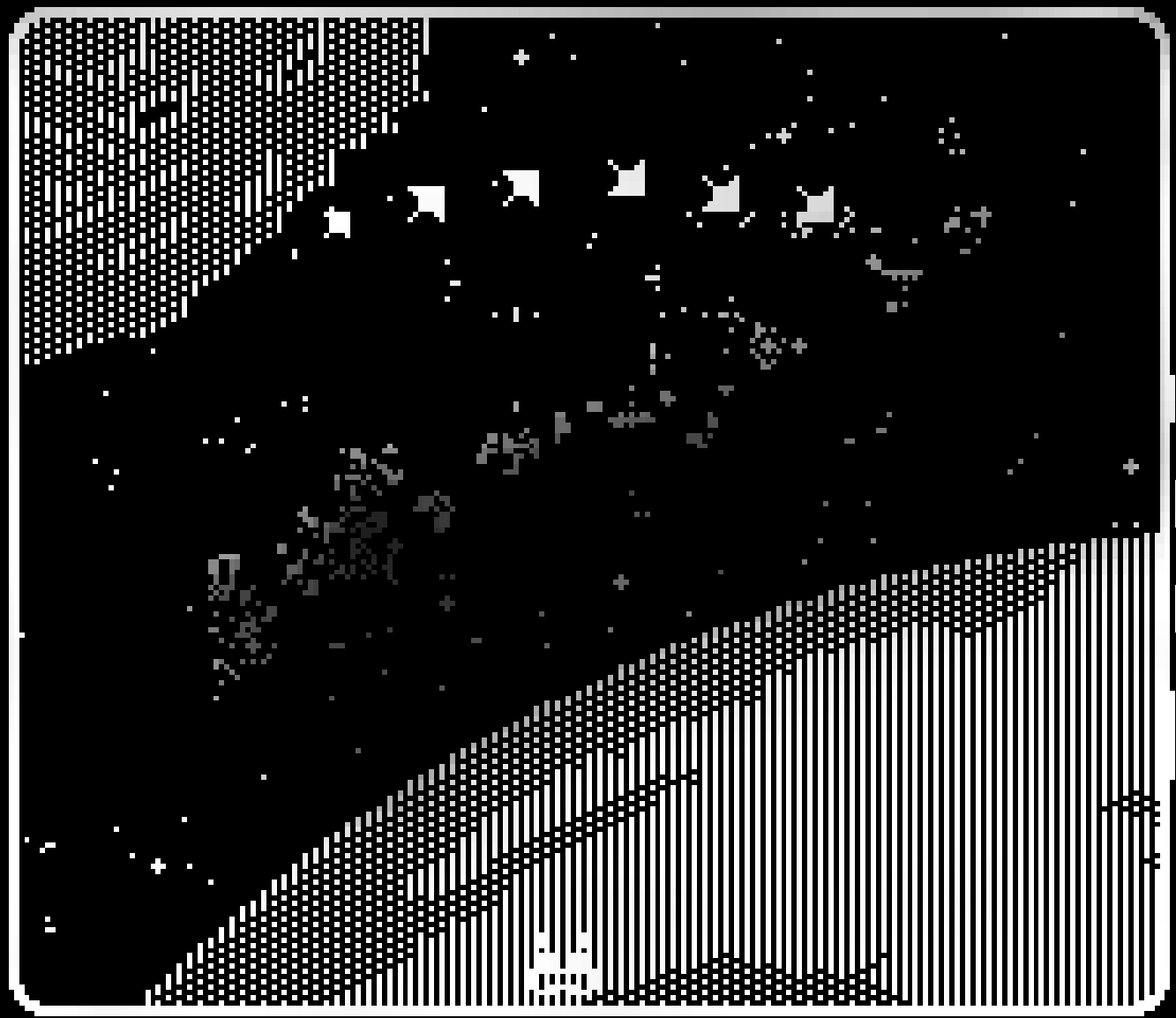


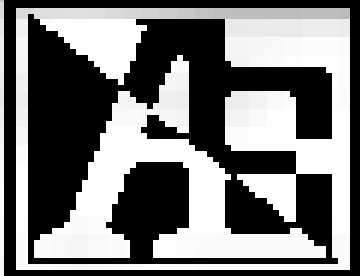
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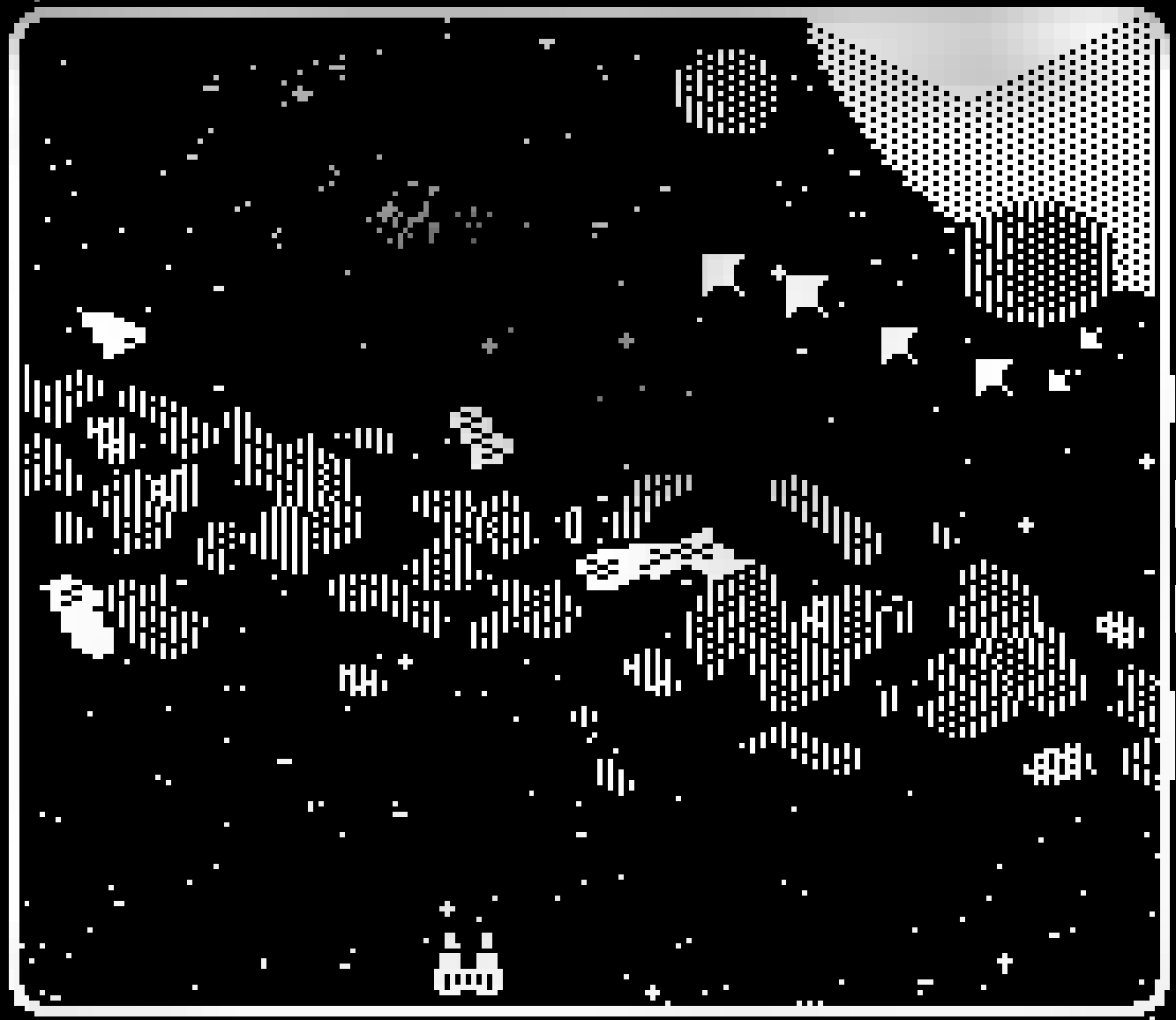



001900
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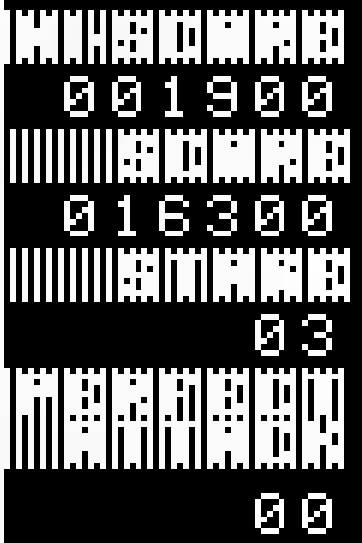


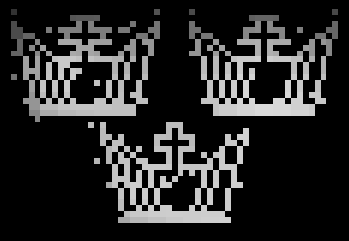


HI
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008600
02
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001900
016300
03
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Broderbund Software

presents

A.E

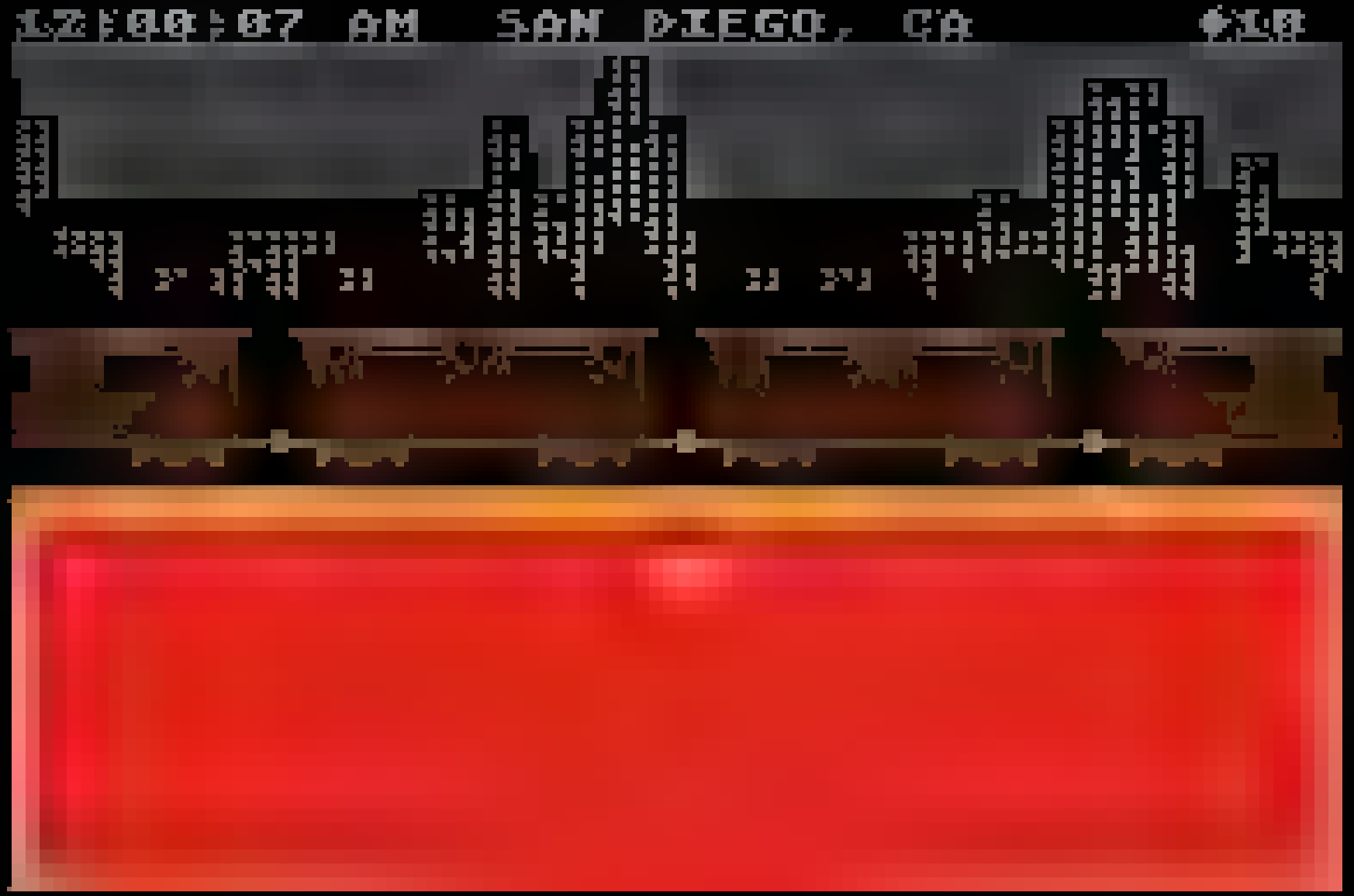
by Jun Wada
and Makoto Horai

TURN THE DISKETTE OVER
AND PUSH BUTTON

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12:00:07 AM SAN DIEGO, CA


12:00:20 AM SAN DIEGO, CA
TICKETS

12:00:44 AM SAN DIEGO, CA $1600

RT	DESTINATION	TIME
	LOS ANGELES, CA	12:00:45 AM
	TUCSON, AZ	12:01:15 AM
	LAS VEGAS, NV	12:01:45 AM
	PHOENIX, AZ	12:02:15 AM
	LOS ANGELES, CA	12:02:45 AM
	TUCSON, AZ	12:03:15 AM
	LAS VEGAS, NV	12:03:45 AM

To what city do you want to travel? PHOENIX, AZ_____

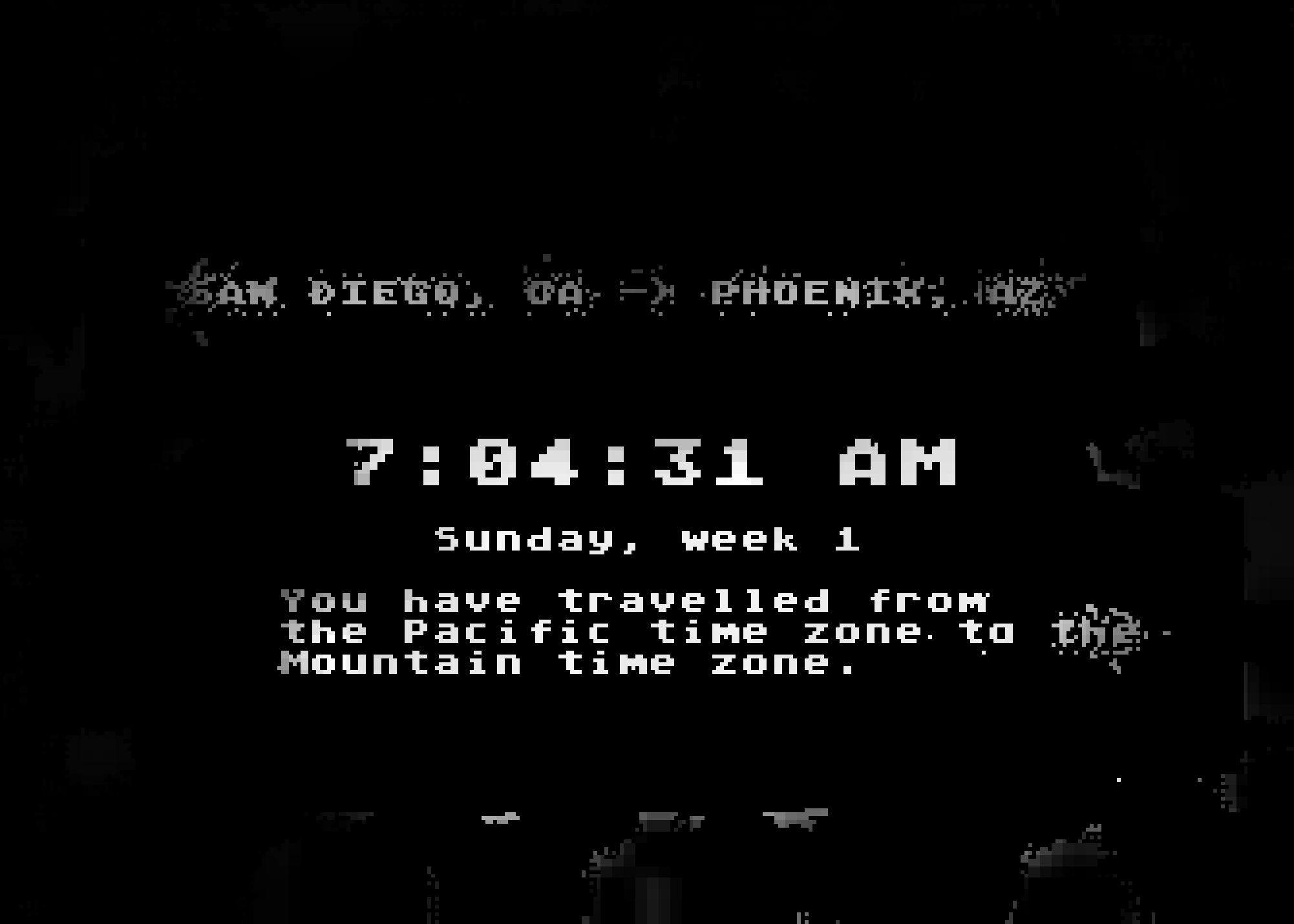
Type the whole name, then hit RETURN.

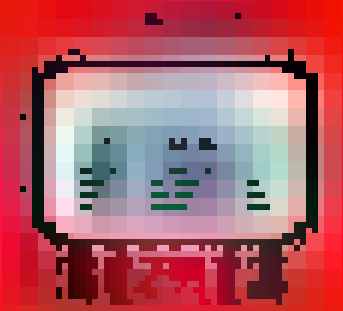
SAN DIEGO, CA -> PHOENIX, AZ

7:04:31 AM

Sunday, week 1

You have travelled from the Pacific time zone to the Mountain time zone.

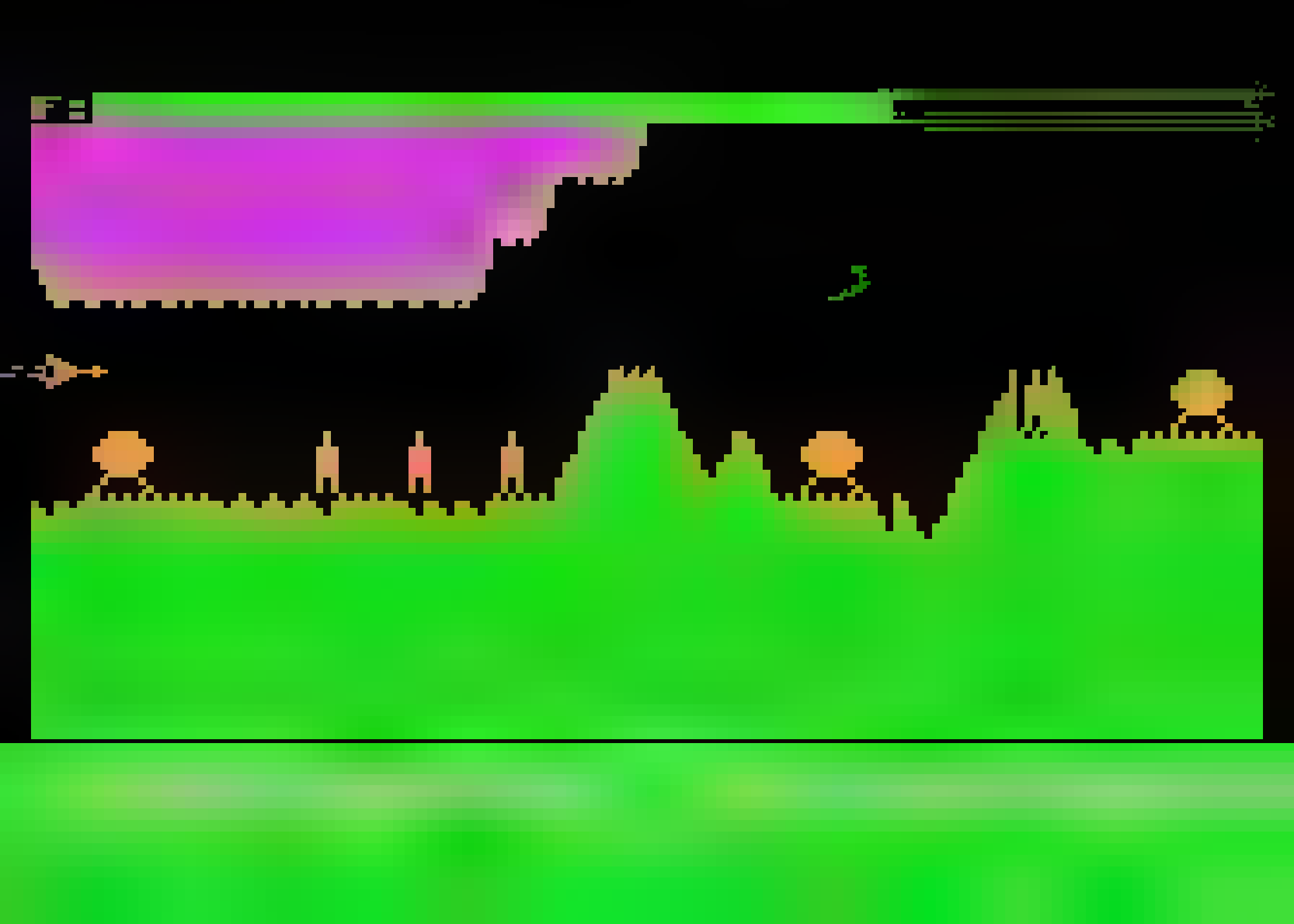







RESCUE
RESCUE
RESCUE

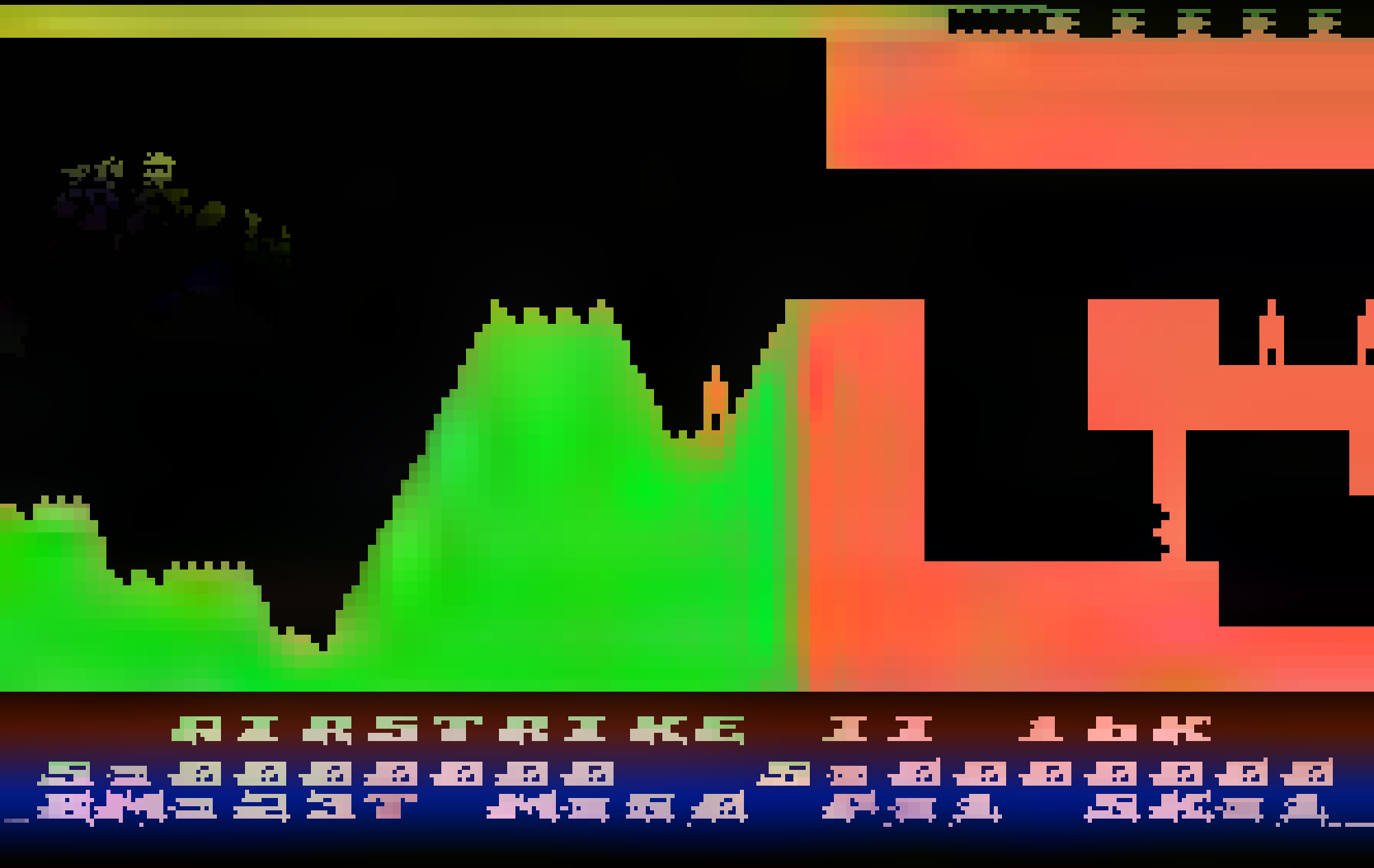










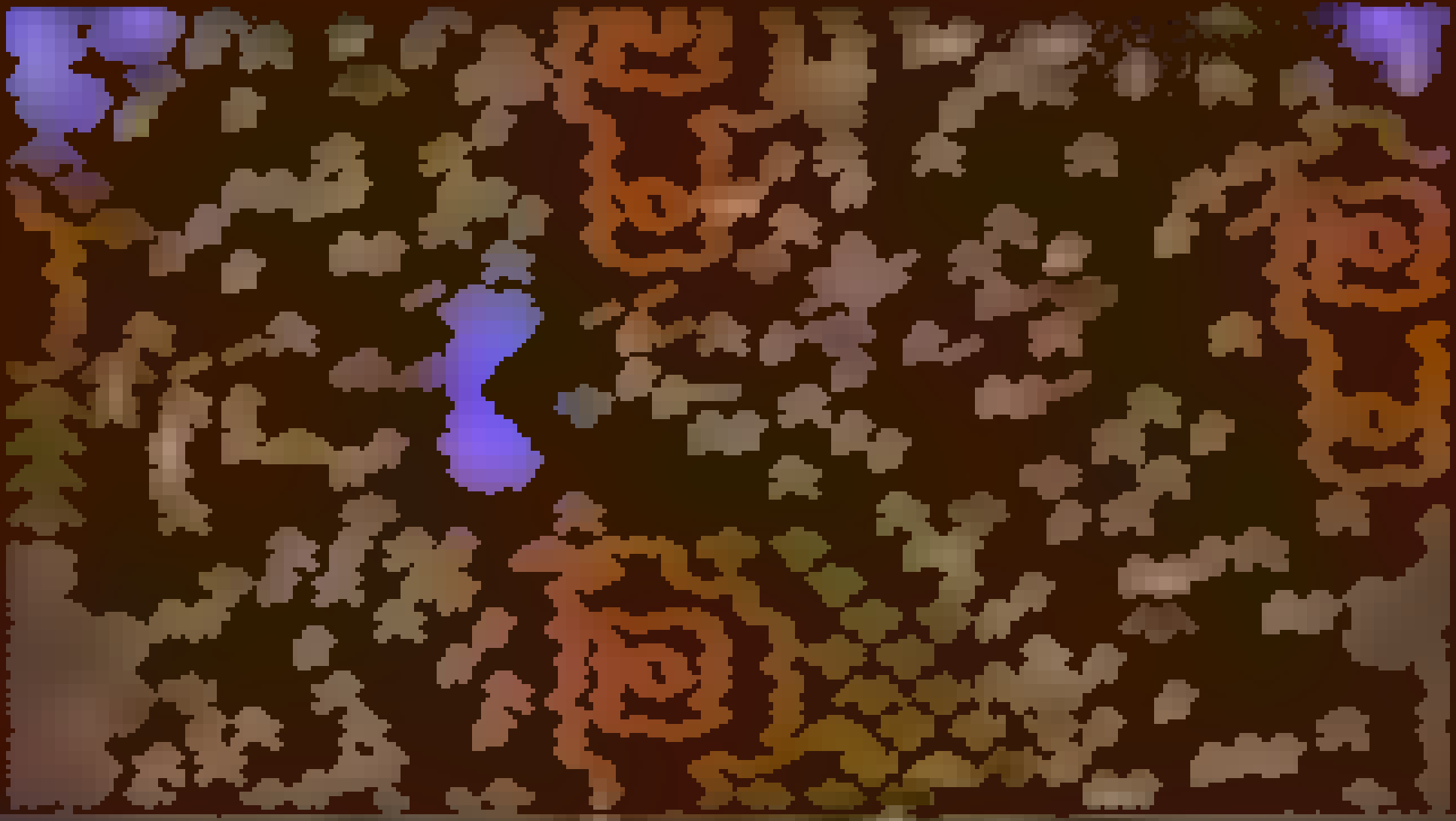

AIRSTRIKE II
SHOOT MORE

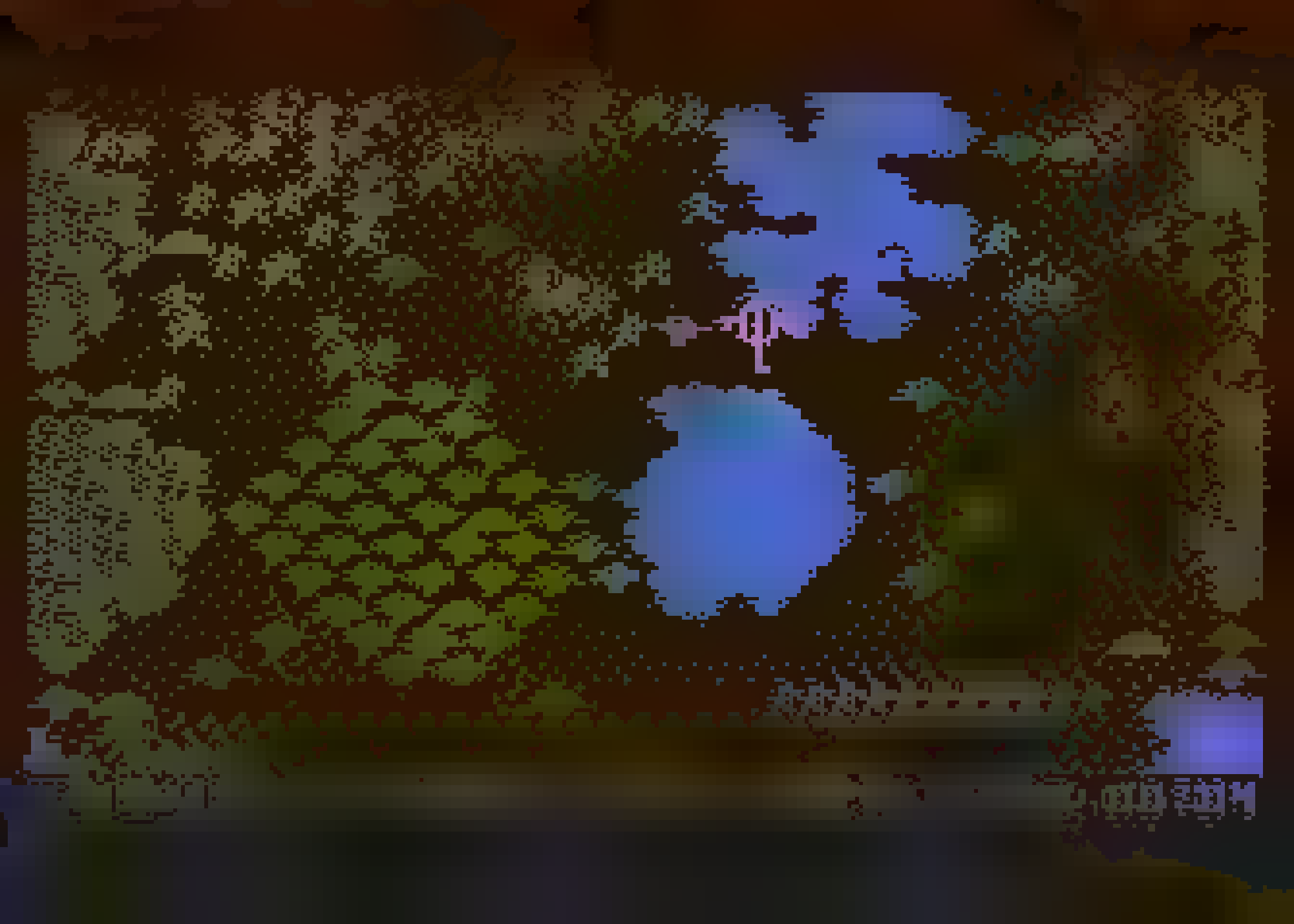

ENGLISH SOFTWARE
COMPANY PRESENTS
AIR
STRIKE
BY S.A.RIDING
HISCORE 0000000
MUSIC BY G.HUNTINGTON
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THE ENGLISH SOFTWARE COMPANY PRESENTS

AIA STRIKE

BY S.A.RIDING



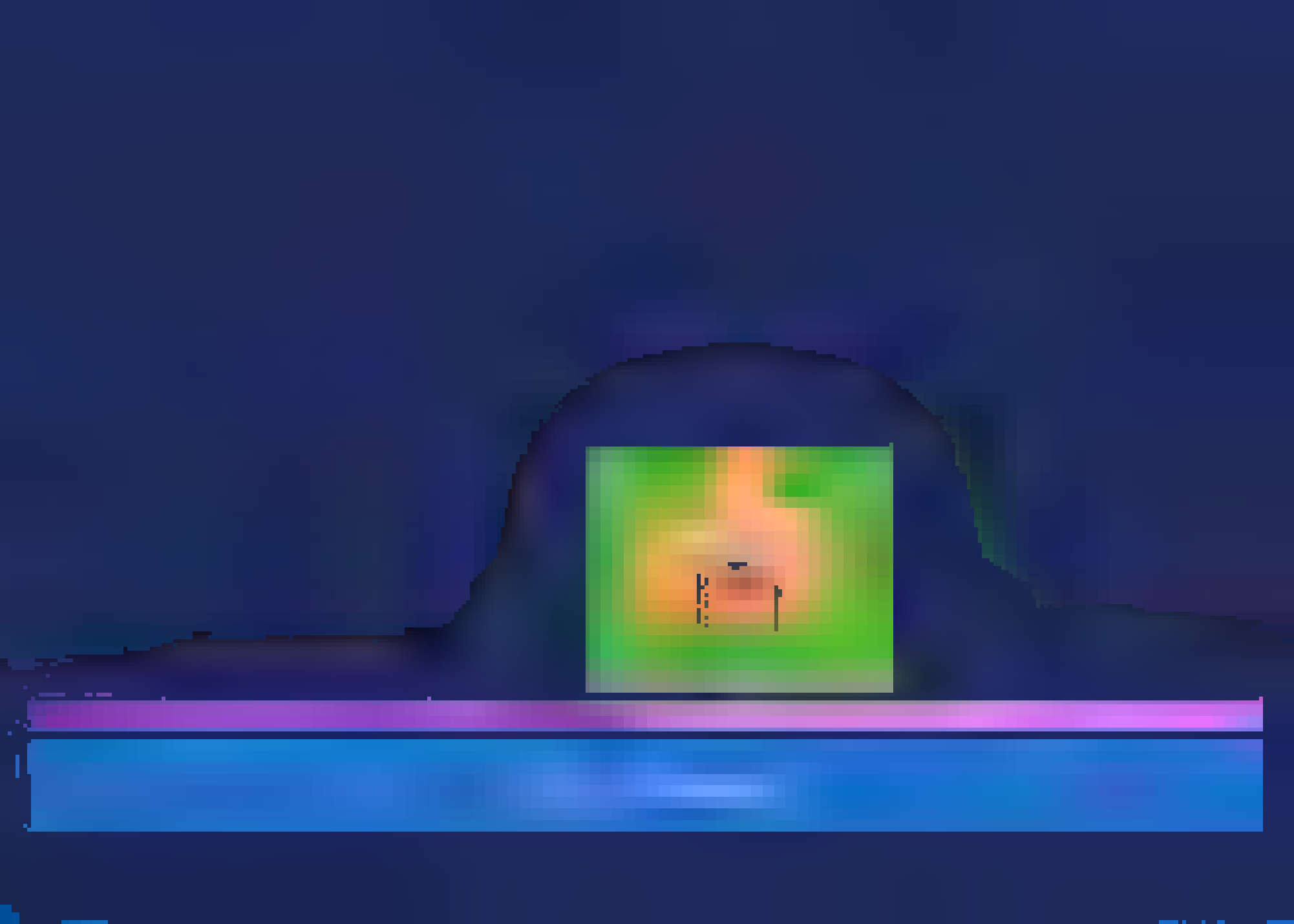


AIR SUPPORT

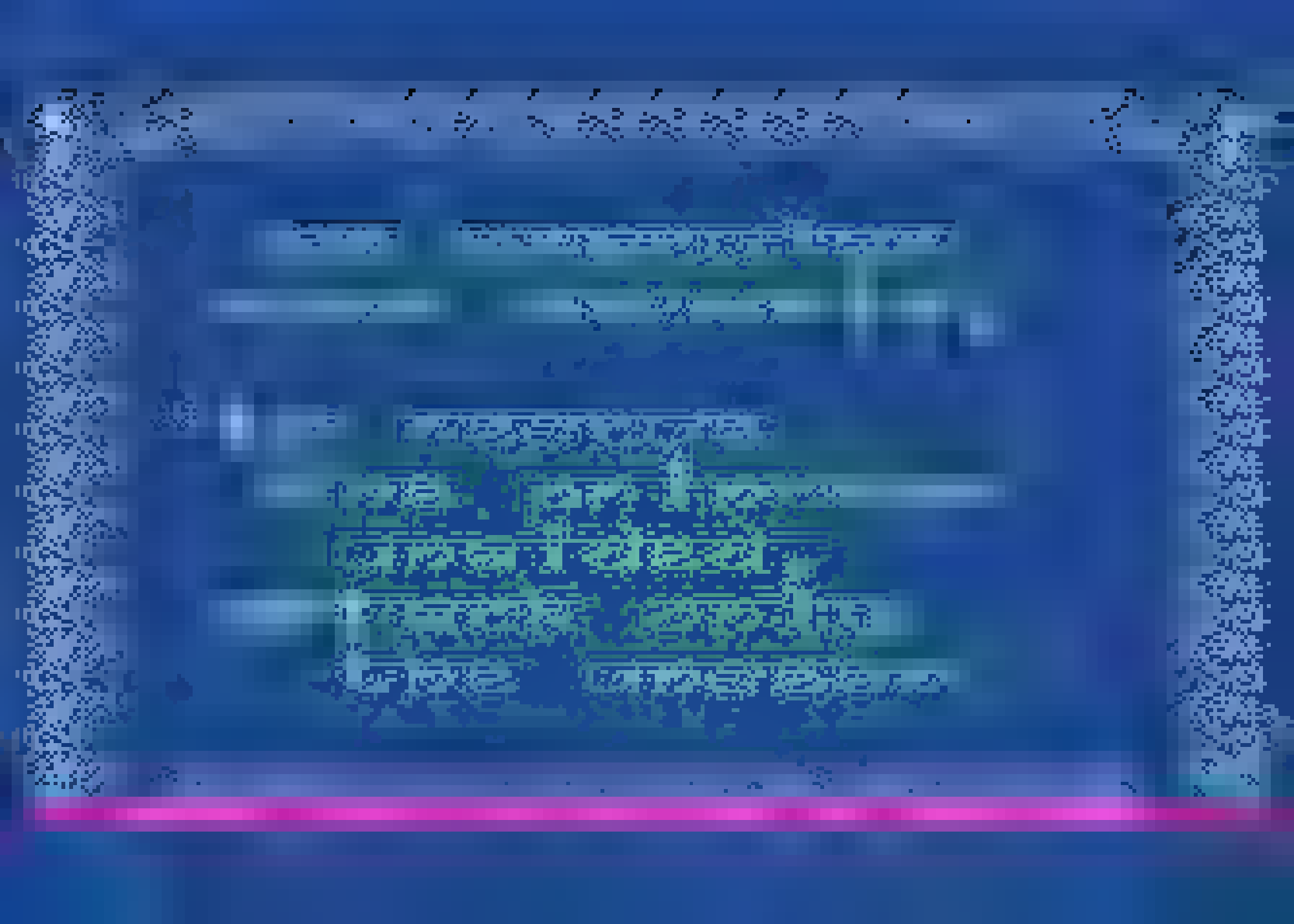
SCORE 0
LAST SCORE 0
HIGH SCORE 0
TIME 00:00:00

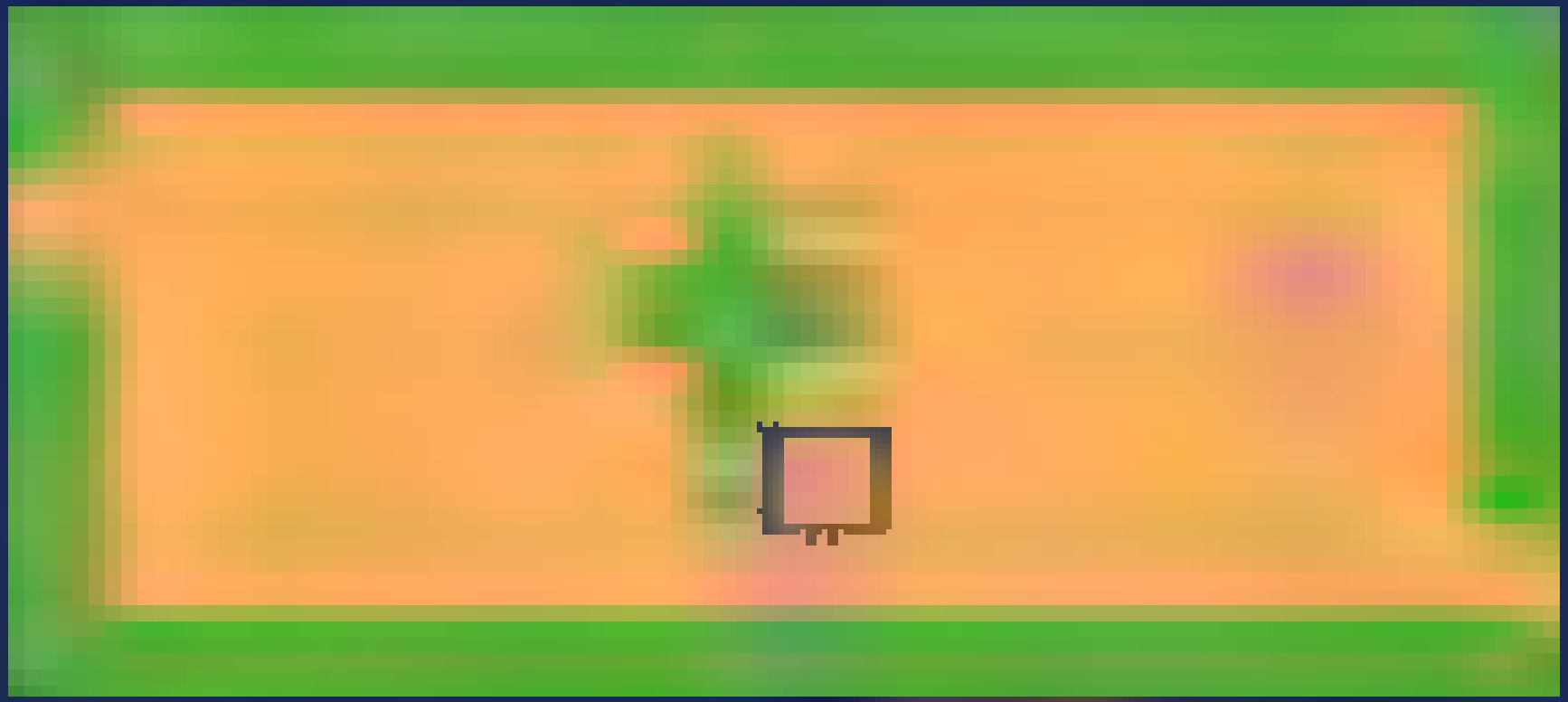
	ARRIVED	LOST
DEFENDERS		
ROBOTS	000	000
CHOPPERS	0	0
ENEMIES		
ROBOTS	000	000
LAUNCHERS	00	00
TWIRLERS	00	00

PRESS START BUTTON TO START

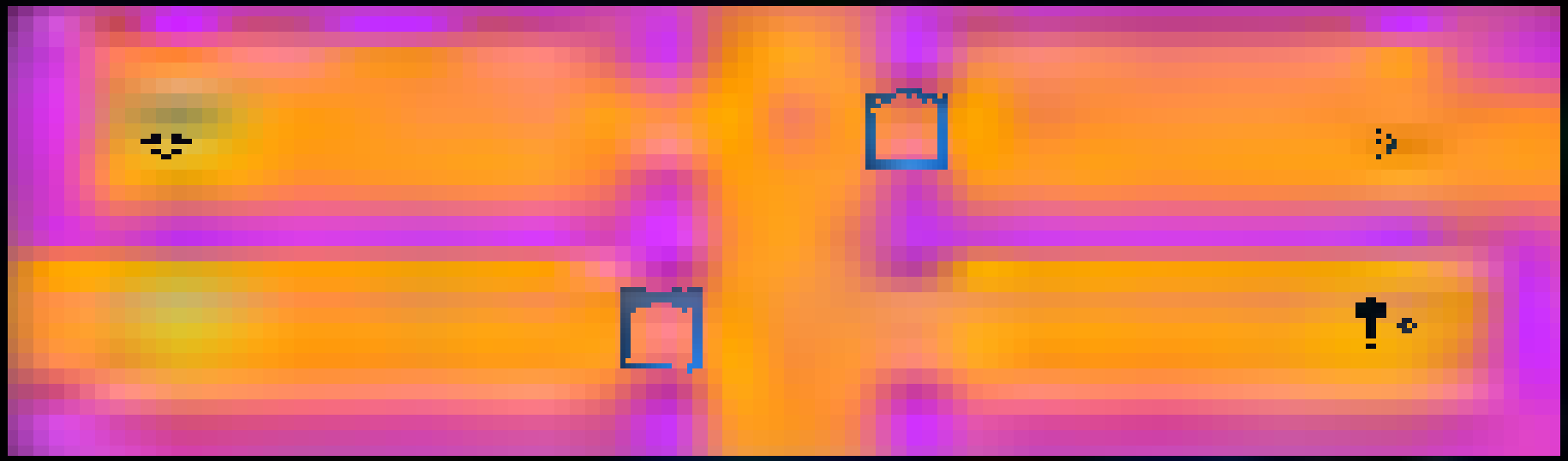


Z
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3



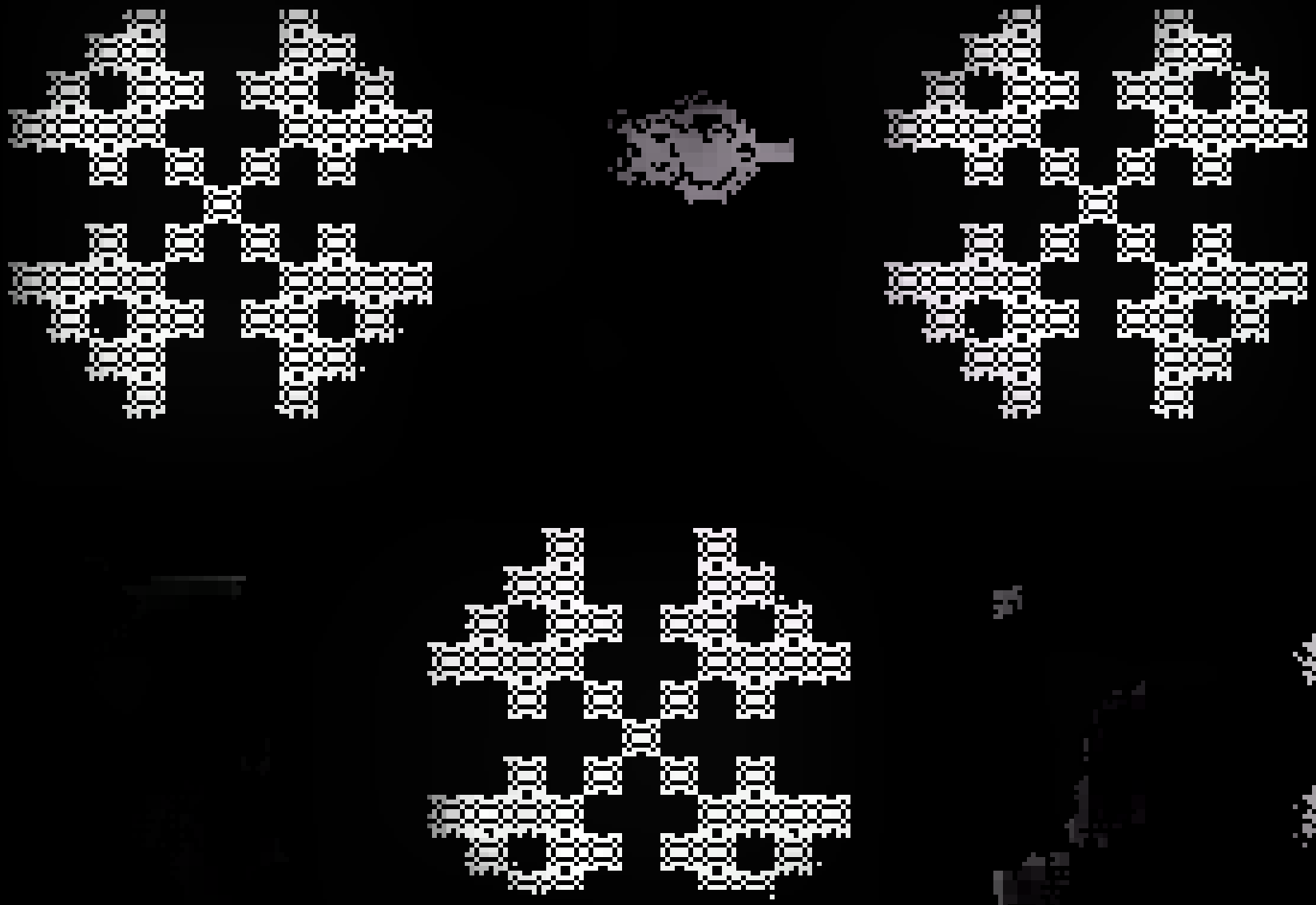


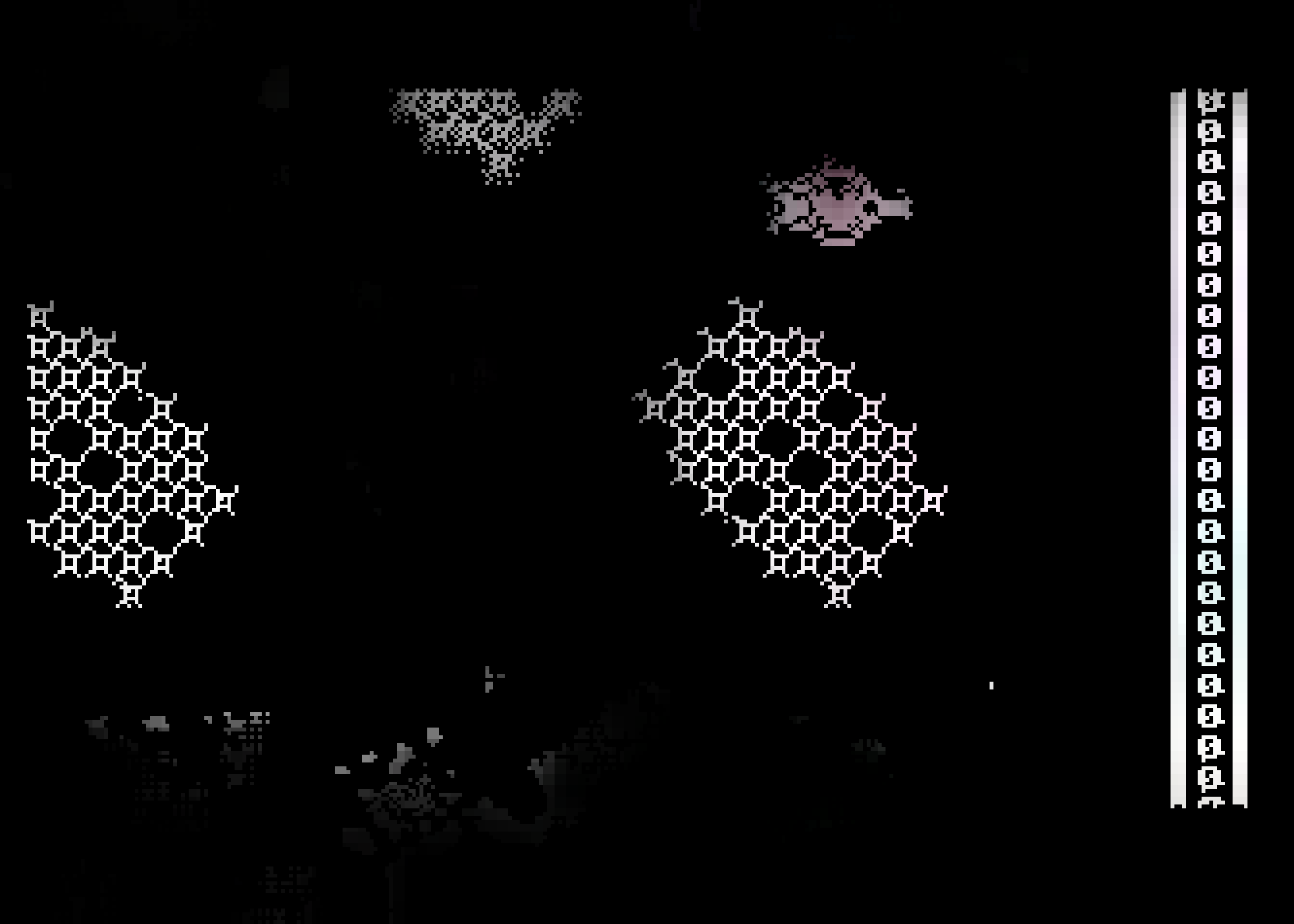
ali baba
and
the forty thieves



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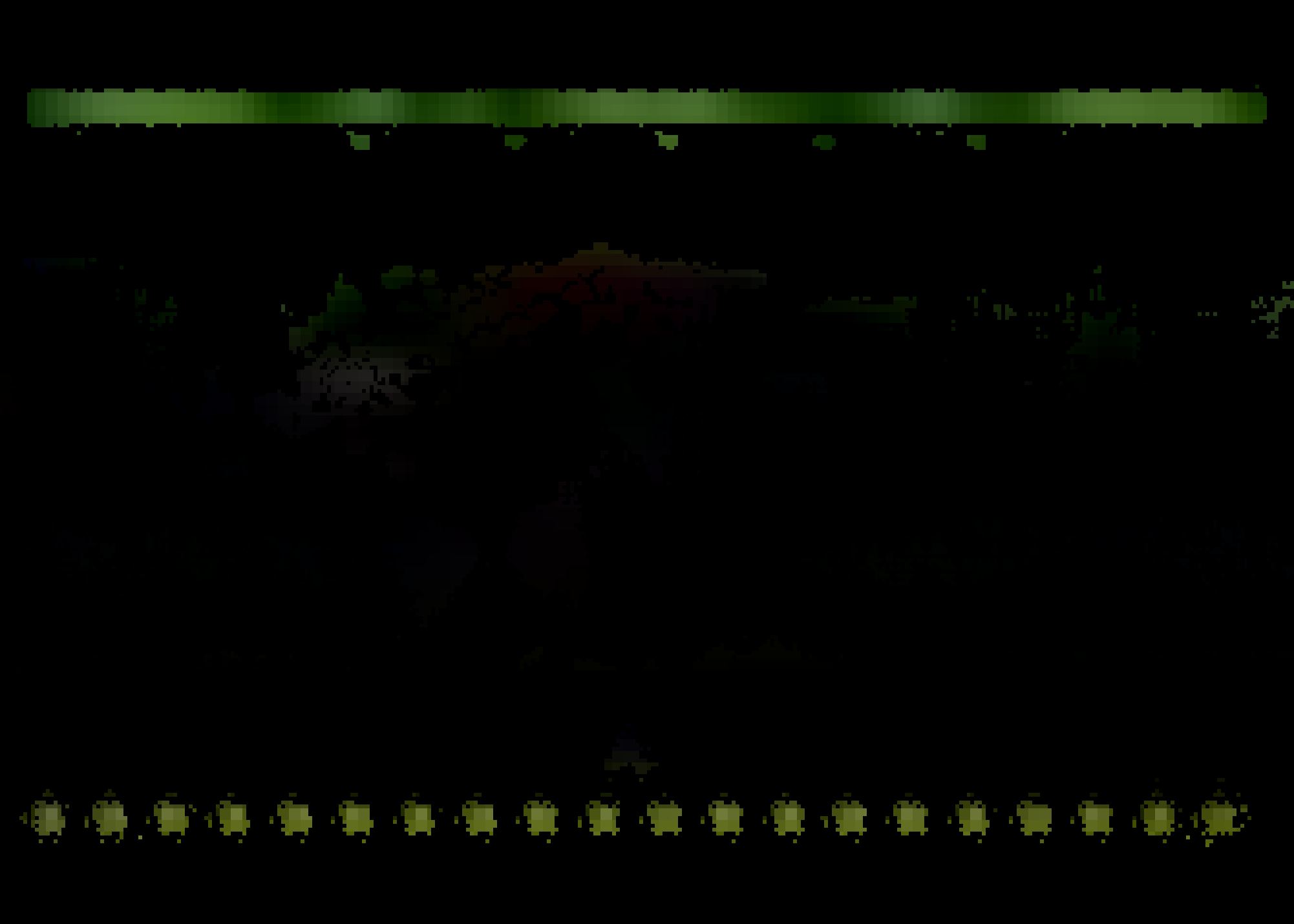
PRESS START KEY TO BEGIN





ALIEN_GARDEN
ALIEN_GARDEN
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ALIEN_GARDEN





SELECT NO. PLAYERS OPTION BEGINNER
THEN PRESS START

ALIEN SWARM

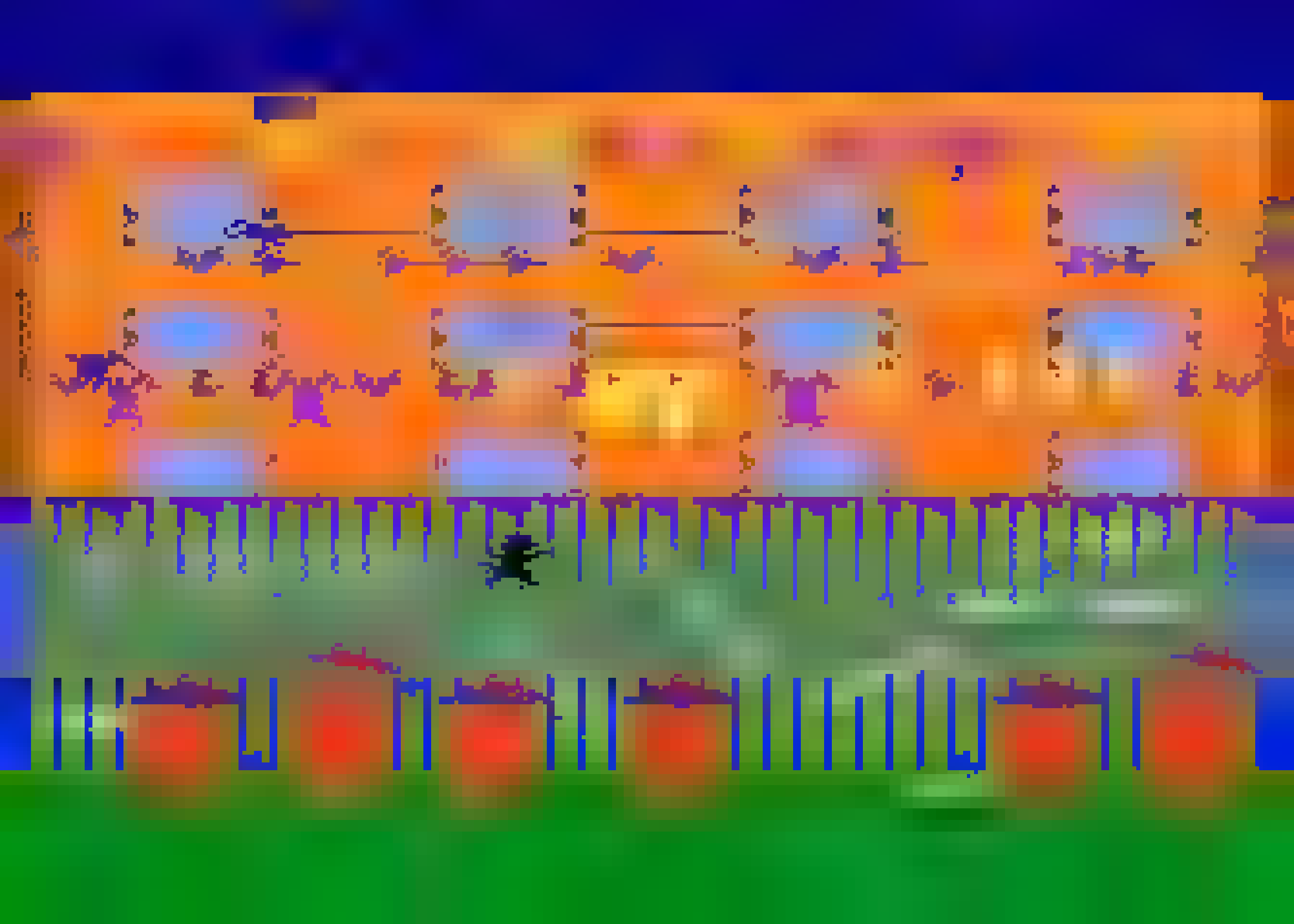
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INHOME SOFTWARE

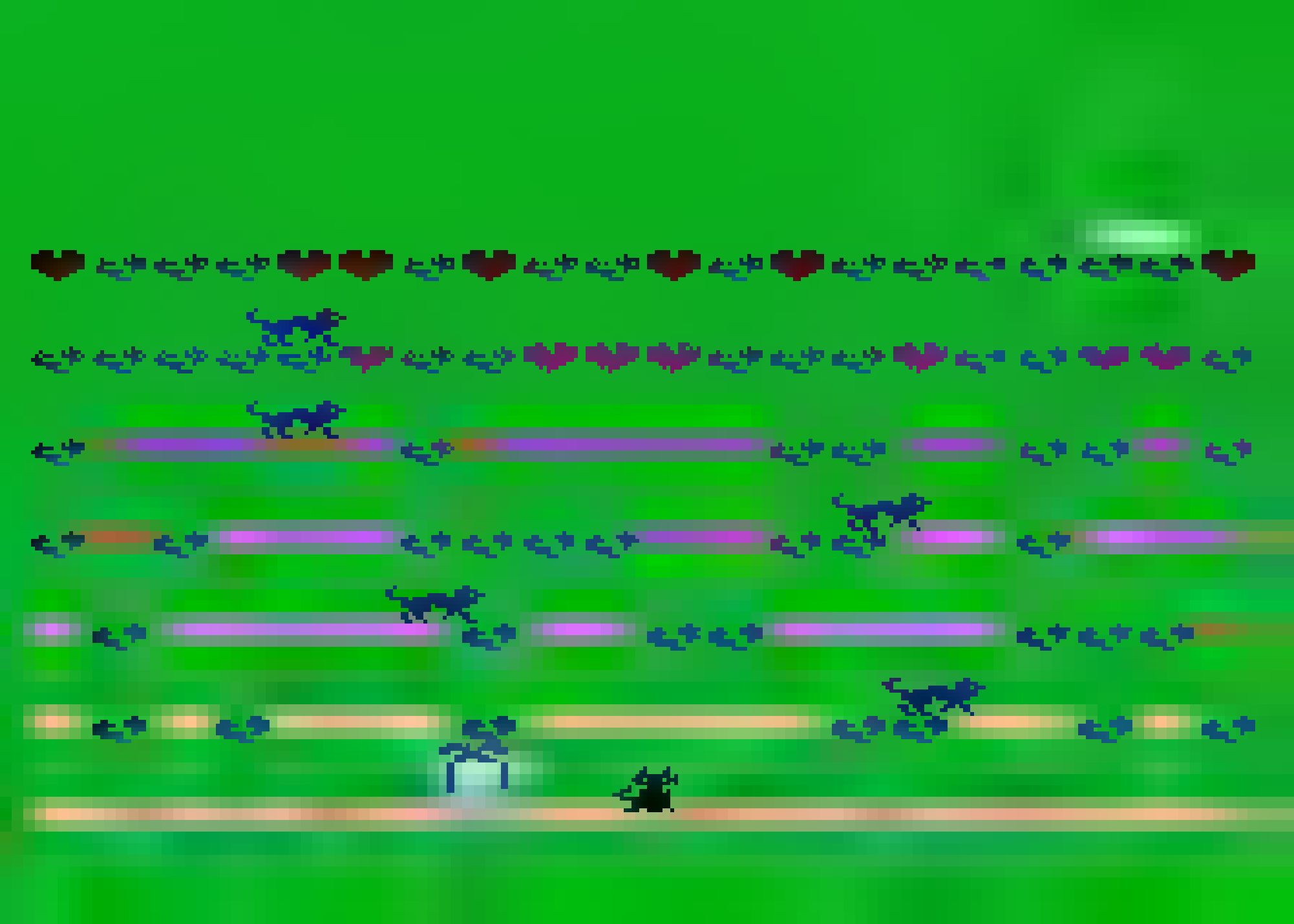
CREATED BY

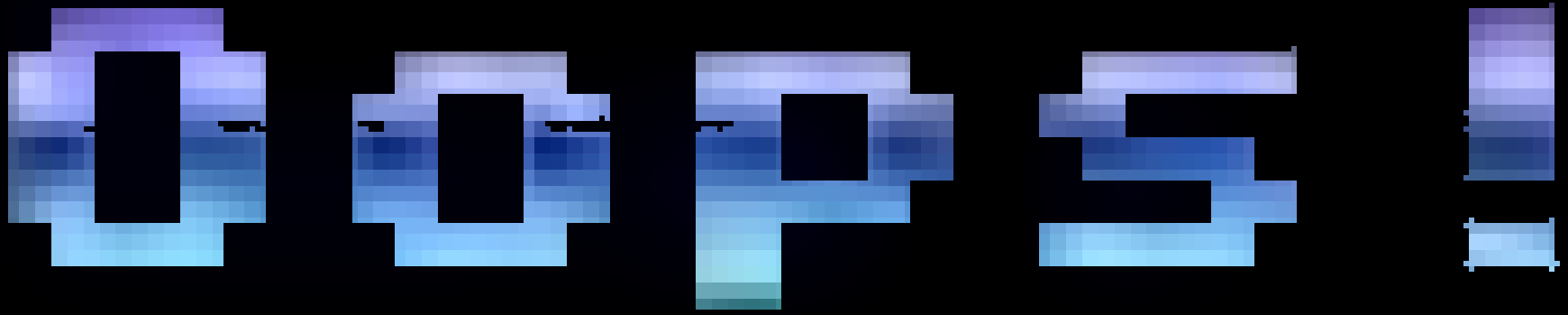
BRUCE THOMPSON

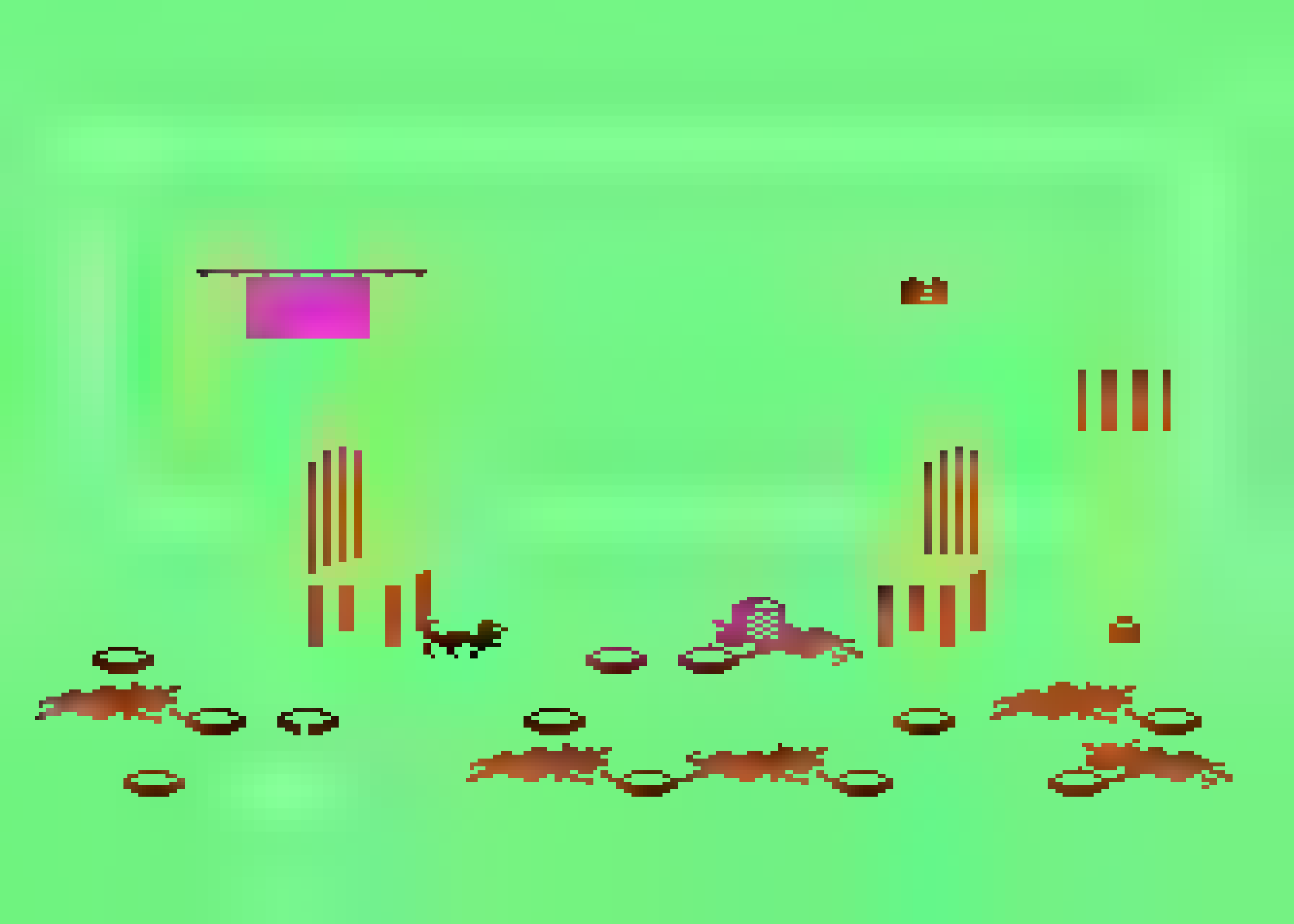
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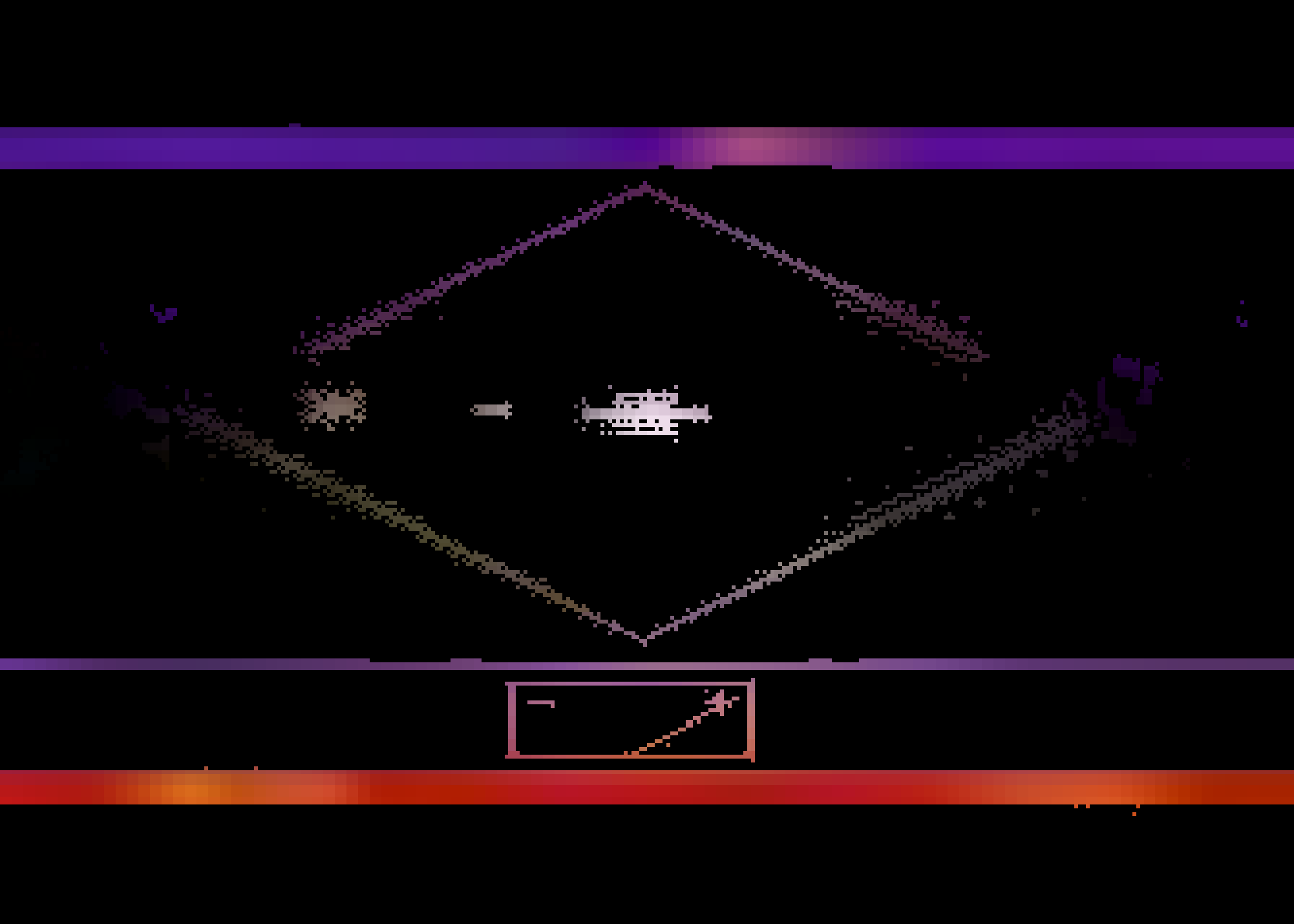


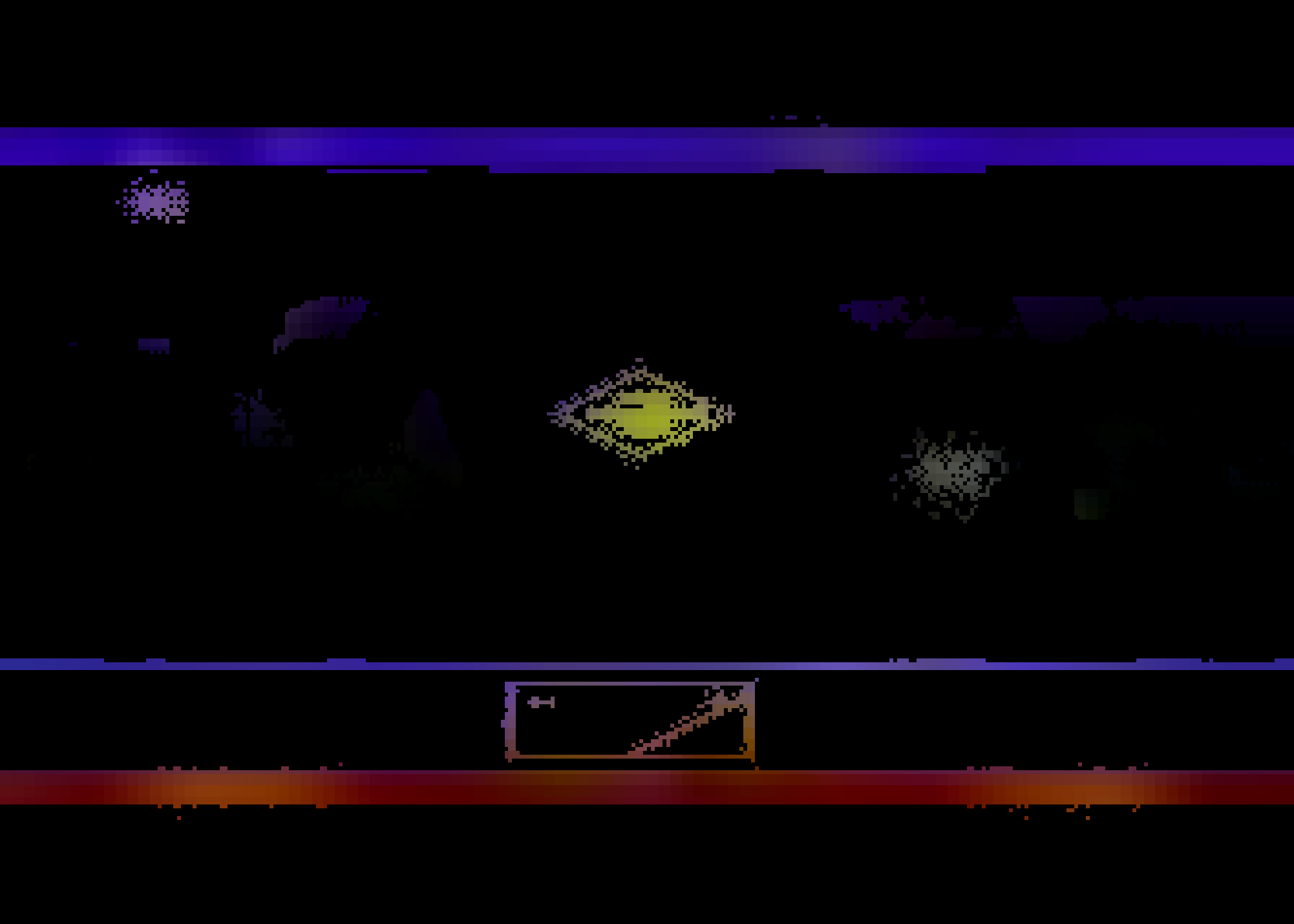

Oops!

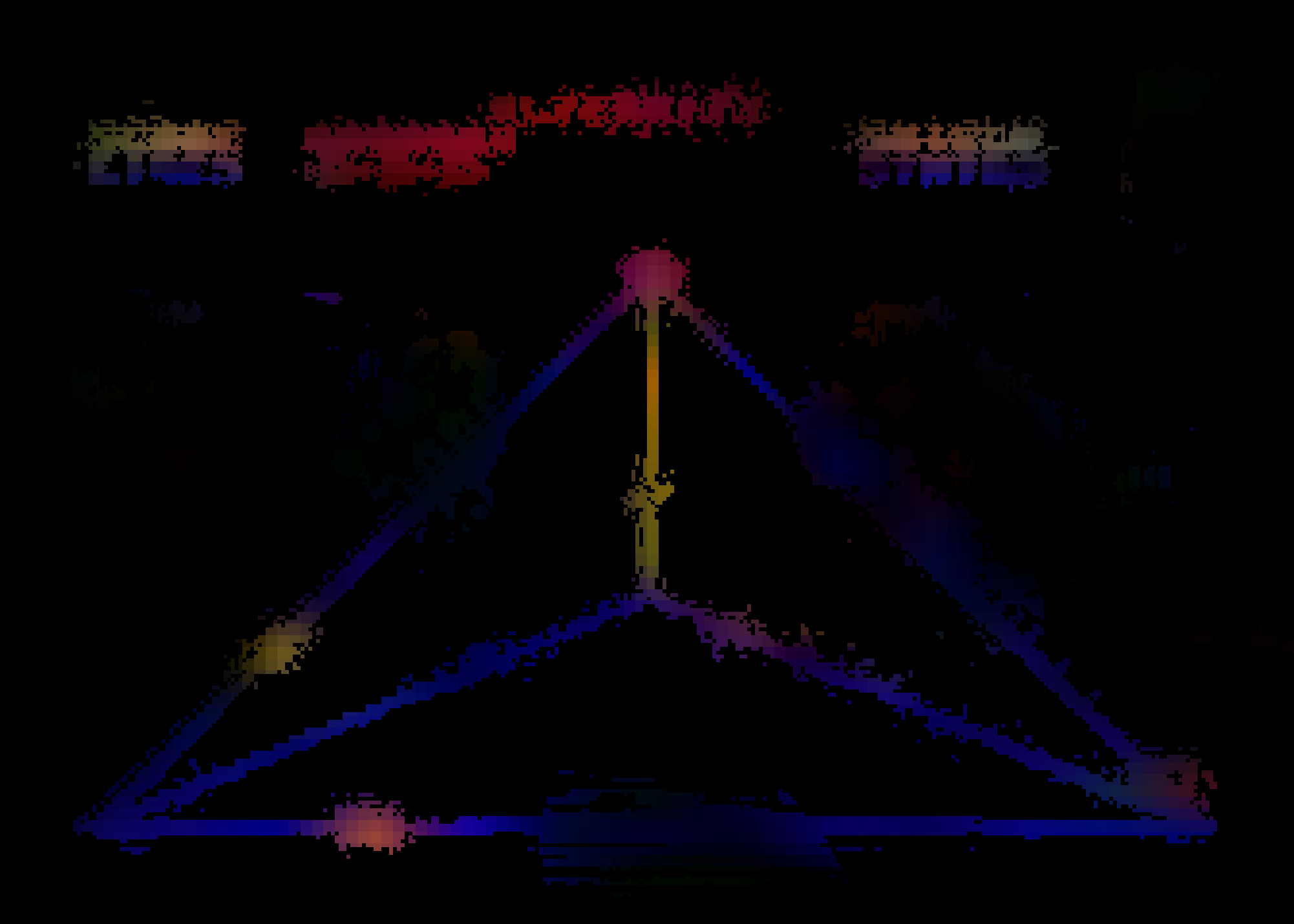





BY
WILLIAMS
Kitten
(C) 1983: Synapse Software







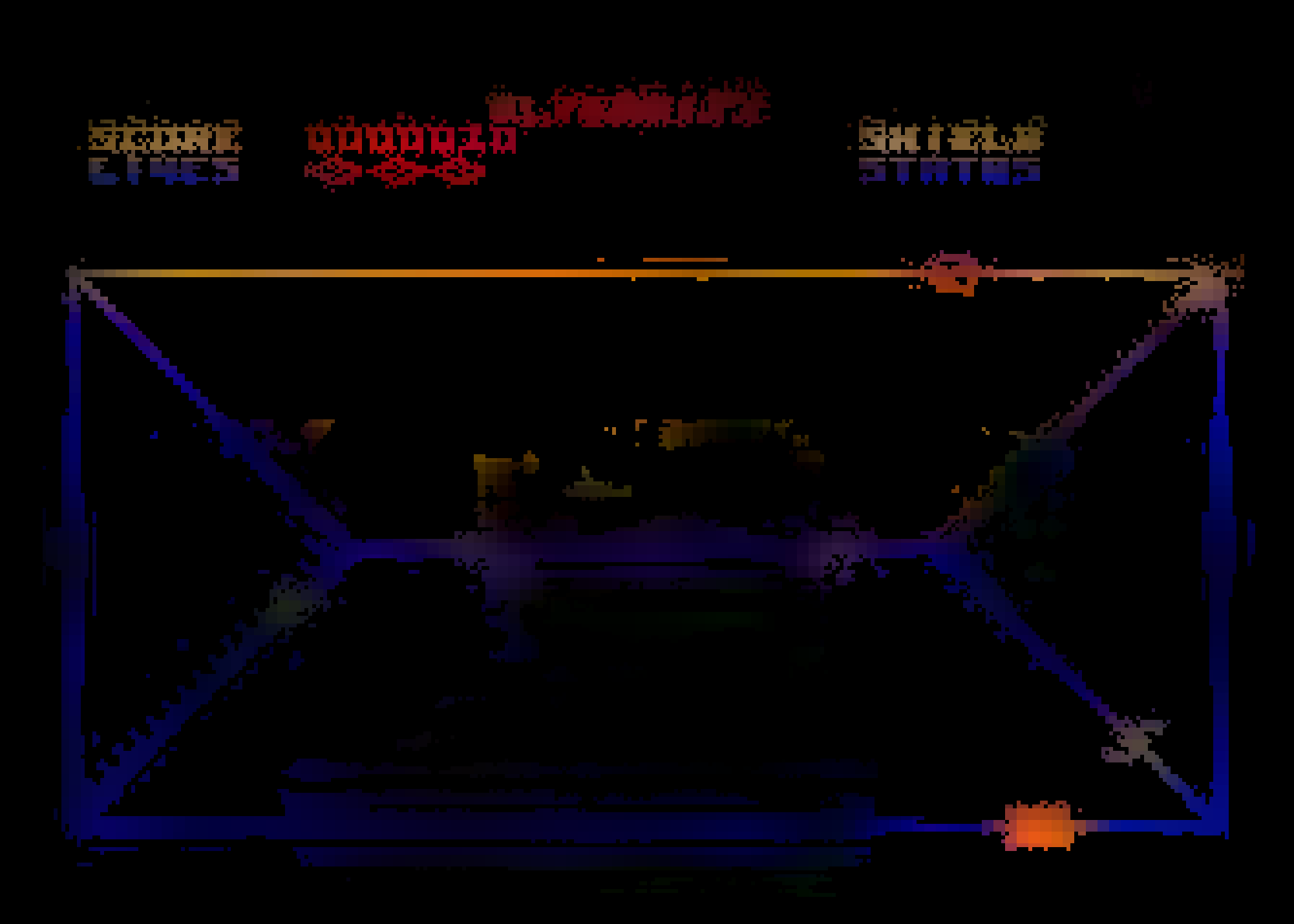
ALTERNITY

OBJECT POINT VALUES

SCORE	LEVEL X 100	
SHIELD	SCREEN % 100	
BONUS	LEVEL + SCREEN %	

ENEMY POINT VALUES

DRONE	10	VECTOR	200
SEEKER	20	ASSASSIN	400
FIERA	300	D.E.M.	600

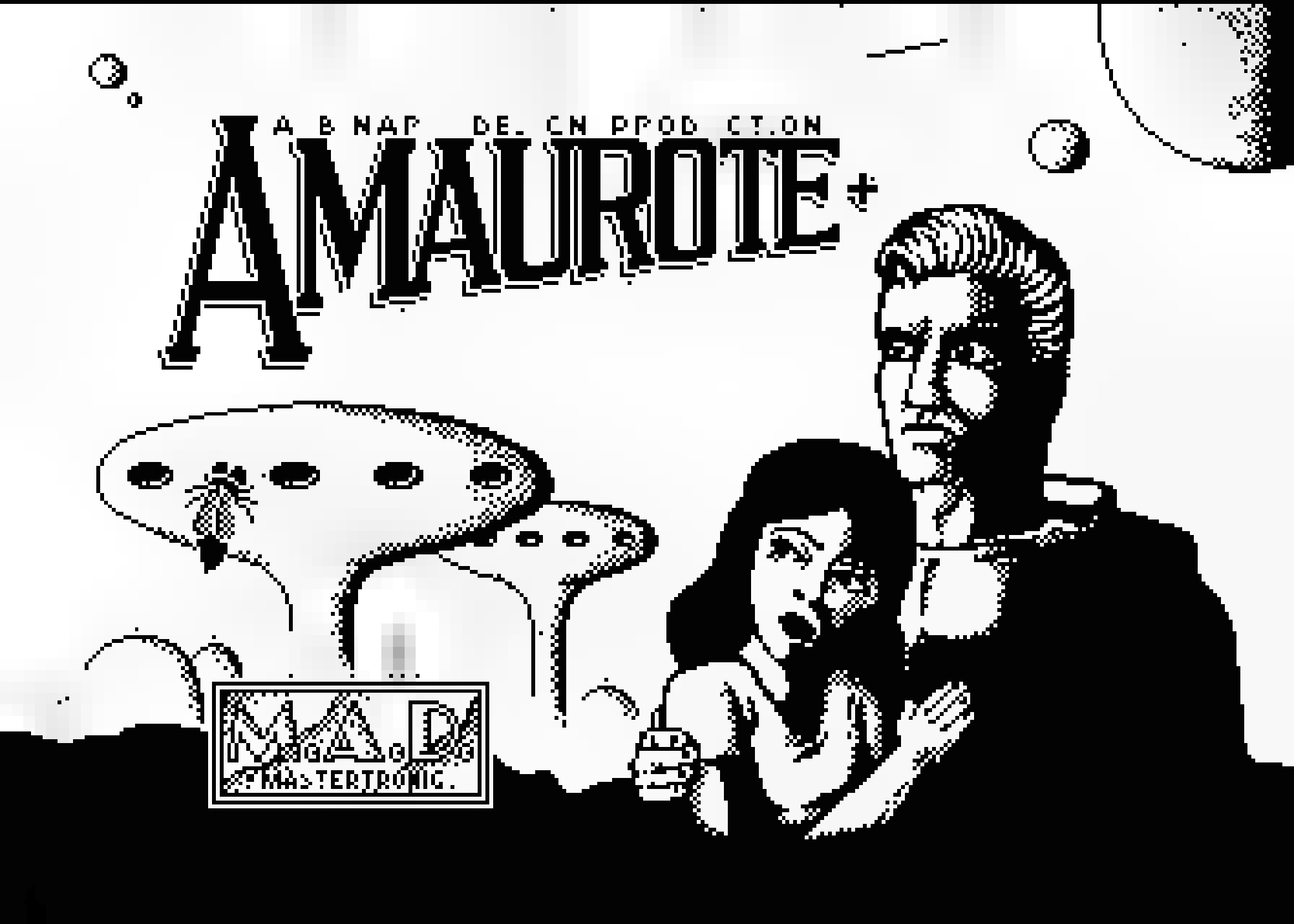

SCORE
LIVES
SHIELD
STATUS


ALTERNITY
A THREE DIMENSIONAL GAME
IN AN ALTERNATE UNIVERSE

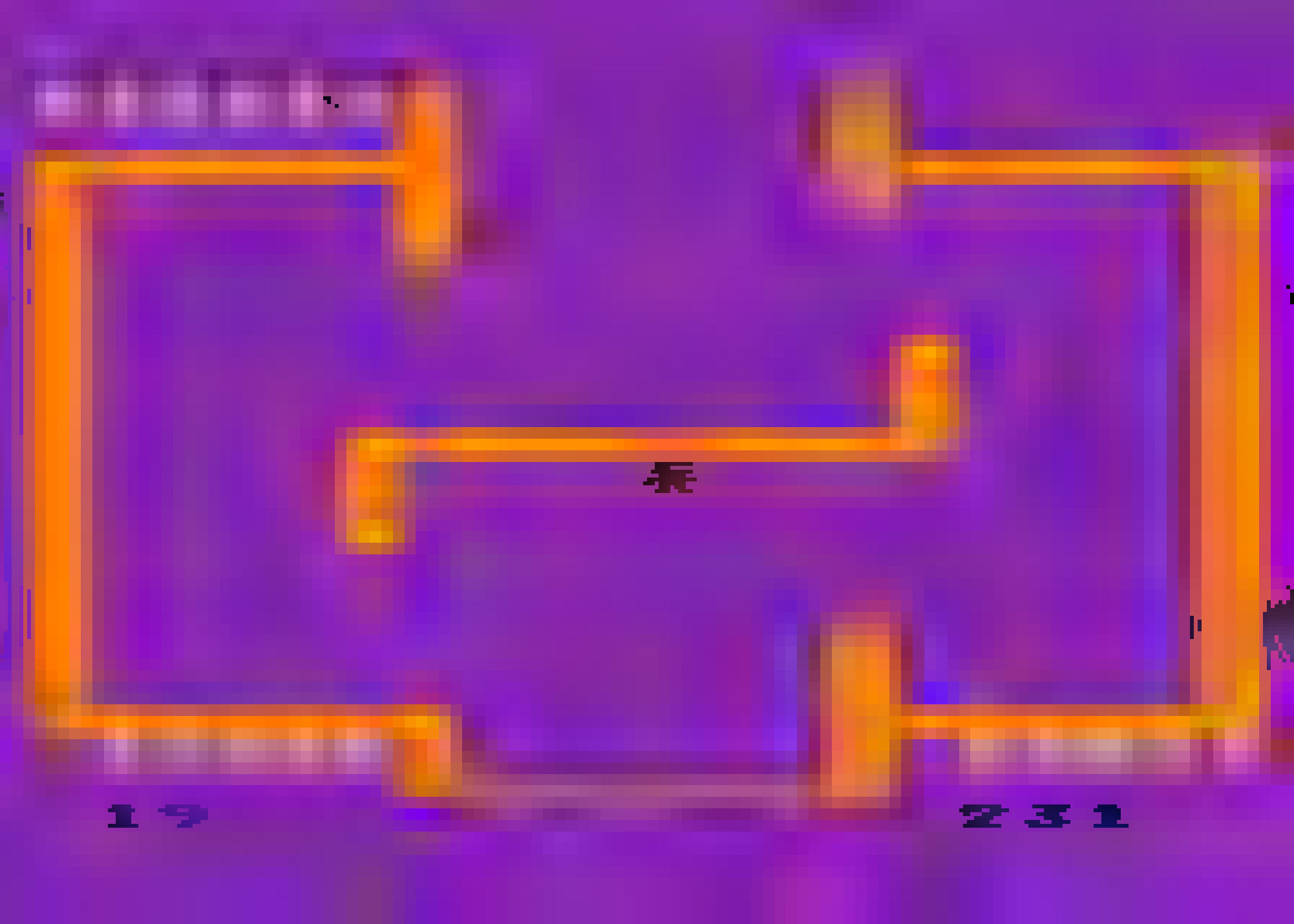


A BMAP DE CN PPOD CT.ON

AMAUROTE+




ENTERING
LEVEL
1
240



ANDROID ATTACK

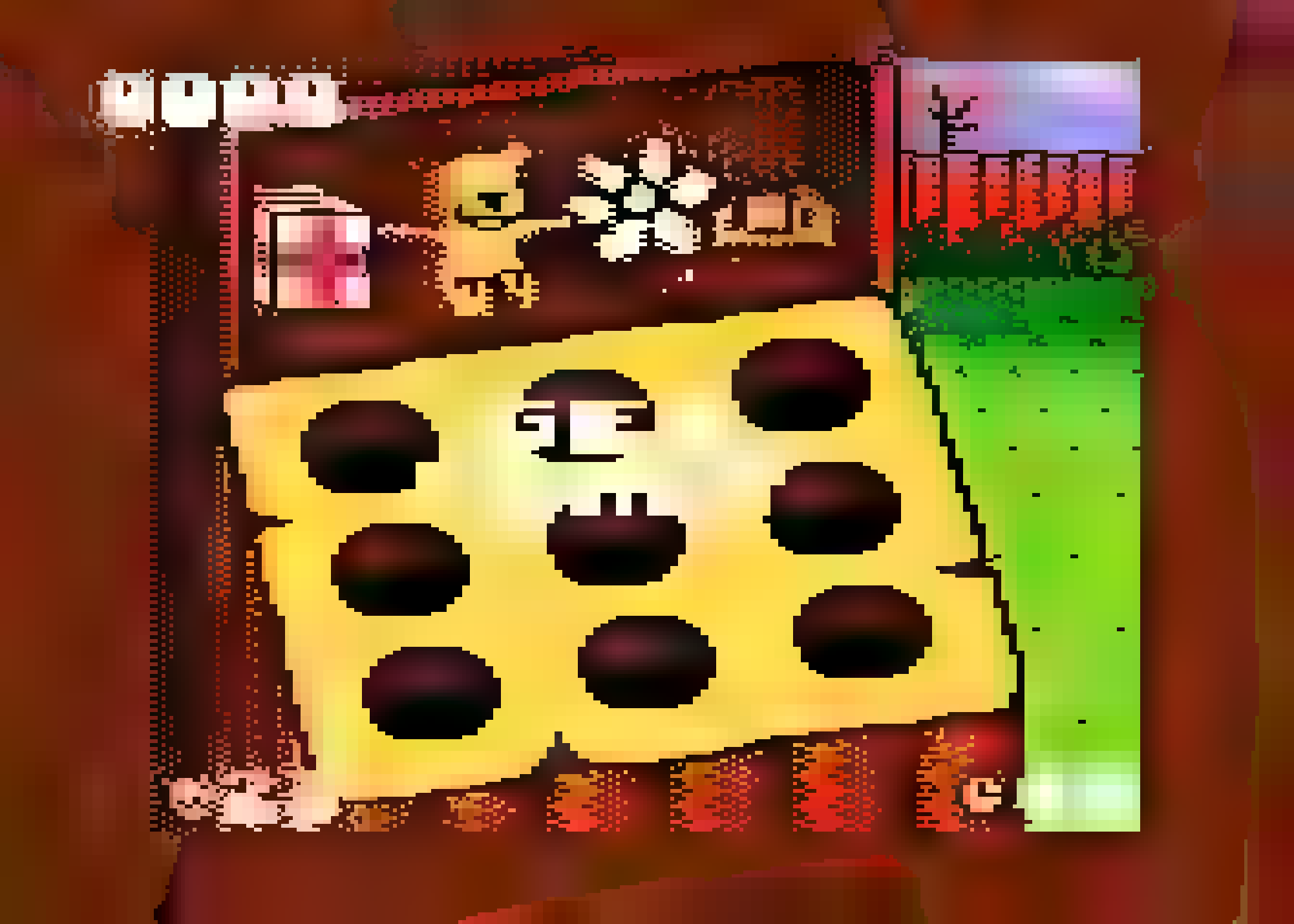
BY

JOHN WILSON

HIGH SCORE 1162

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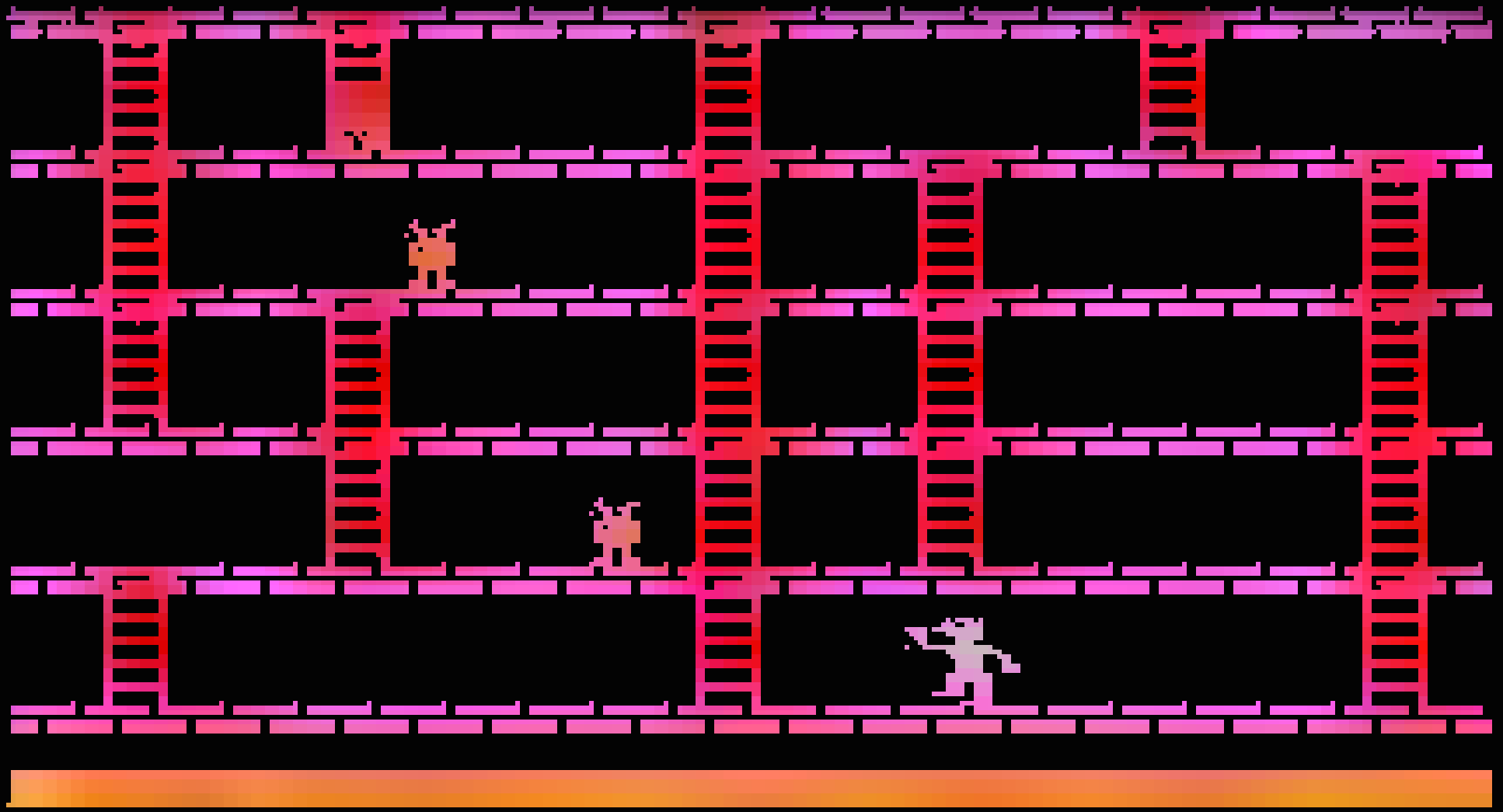
PRETZELLAND SOFTWARE

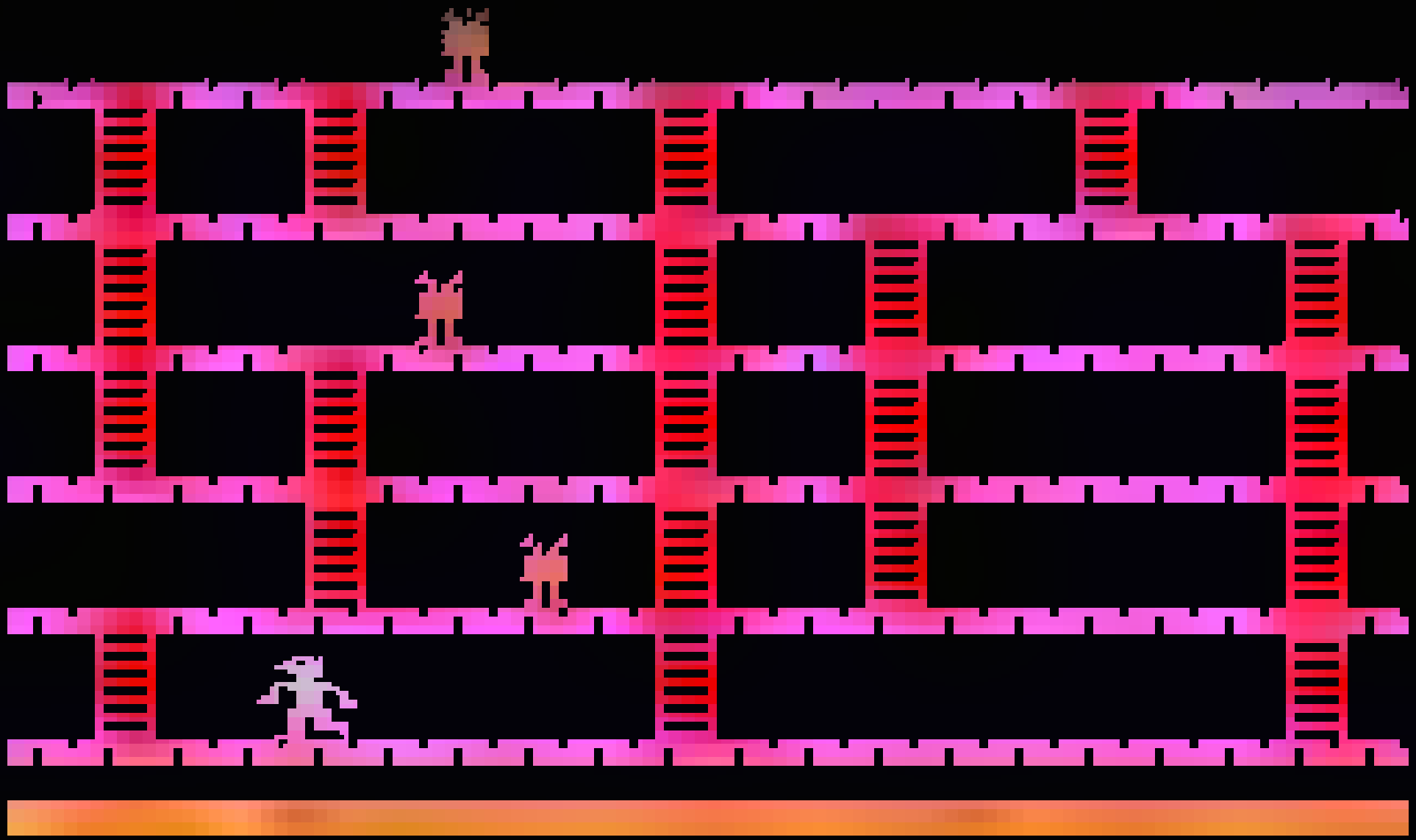




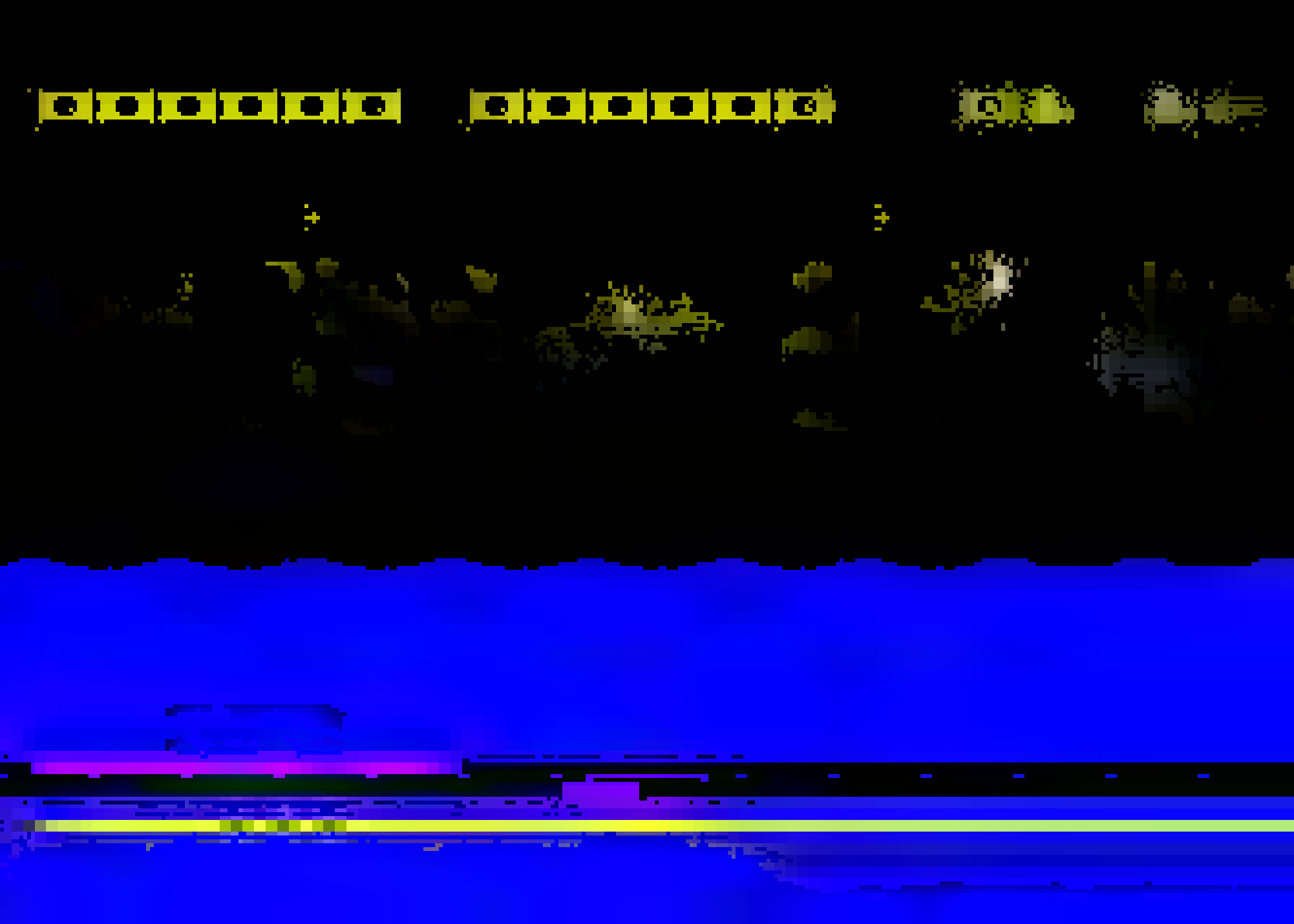



Written for ABBUC Contest 2008





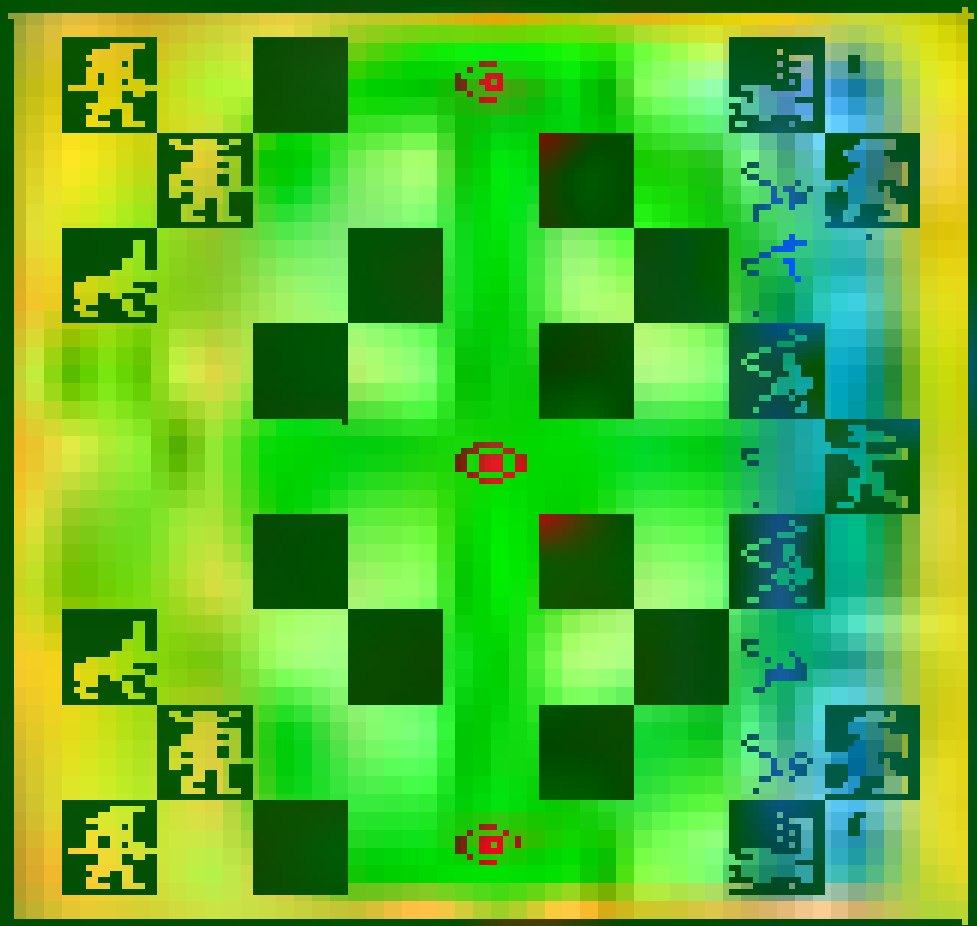

BRØDERBUND
PRESENTS:
apple
PANIC
By Olaf Lubek
- Press Start To Begin -
© 1982 Broderbund Software, Inc.







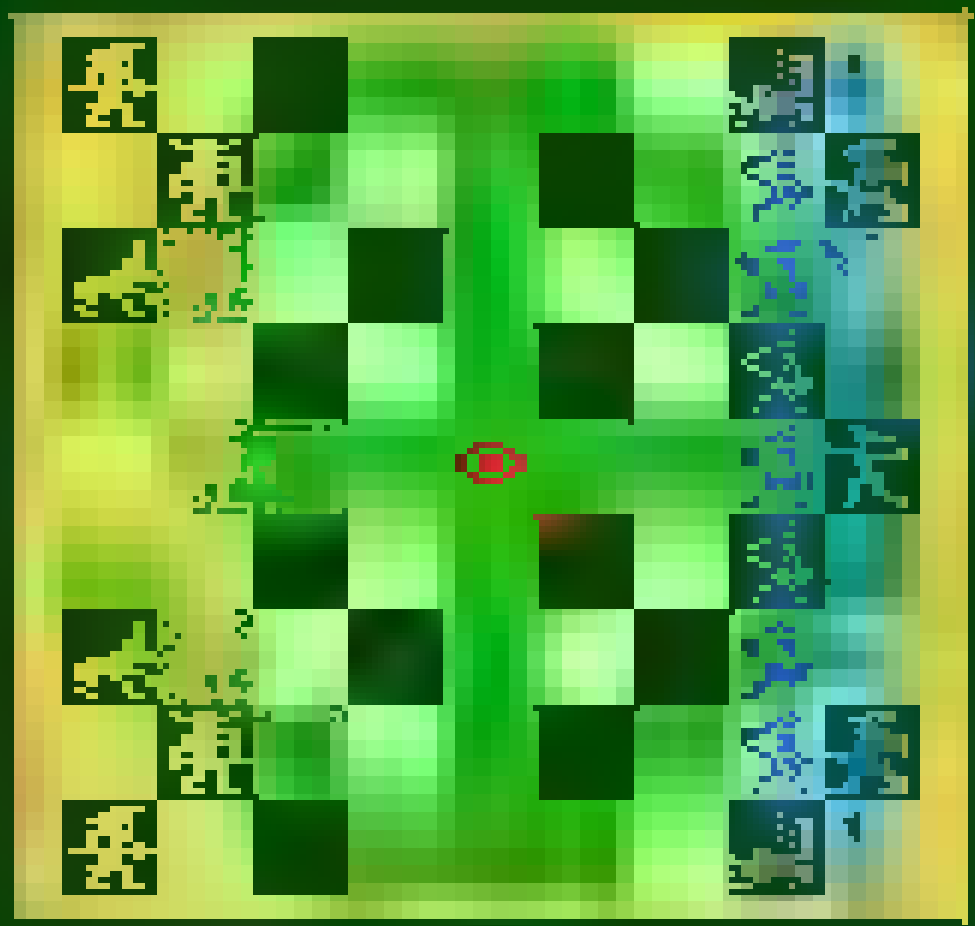
ARCHON



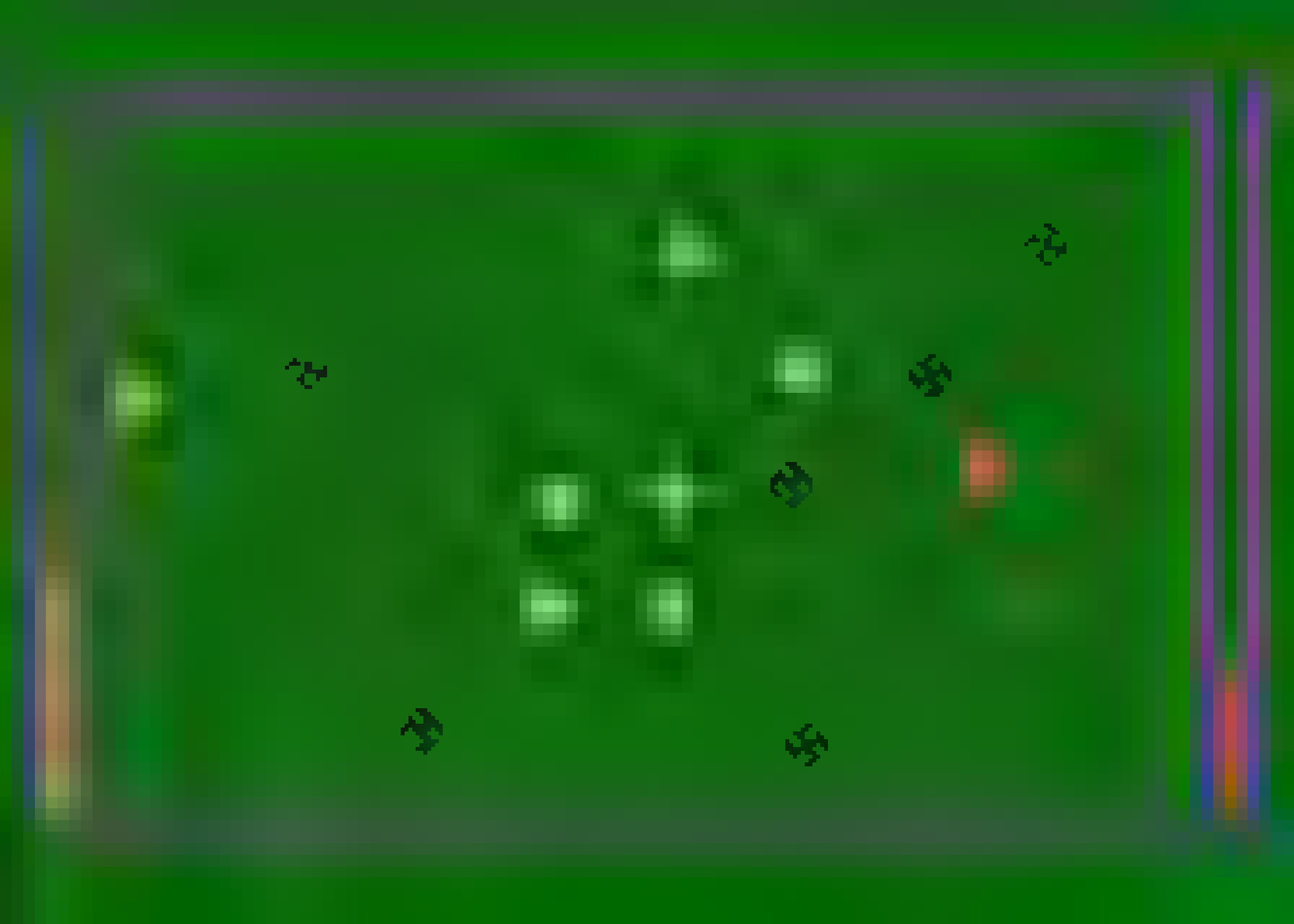
COMPUTER LIGHT
LIGHT FIRST

PRESS
WHEN

ARCHON

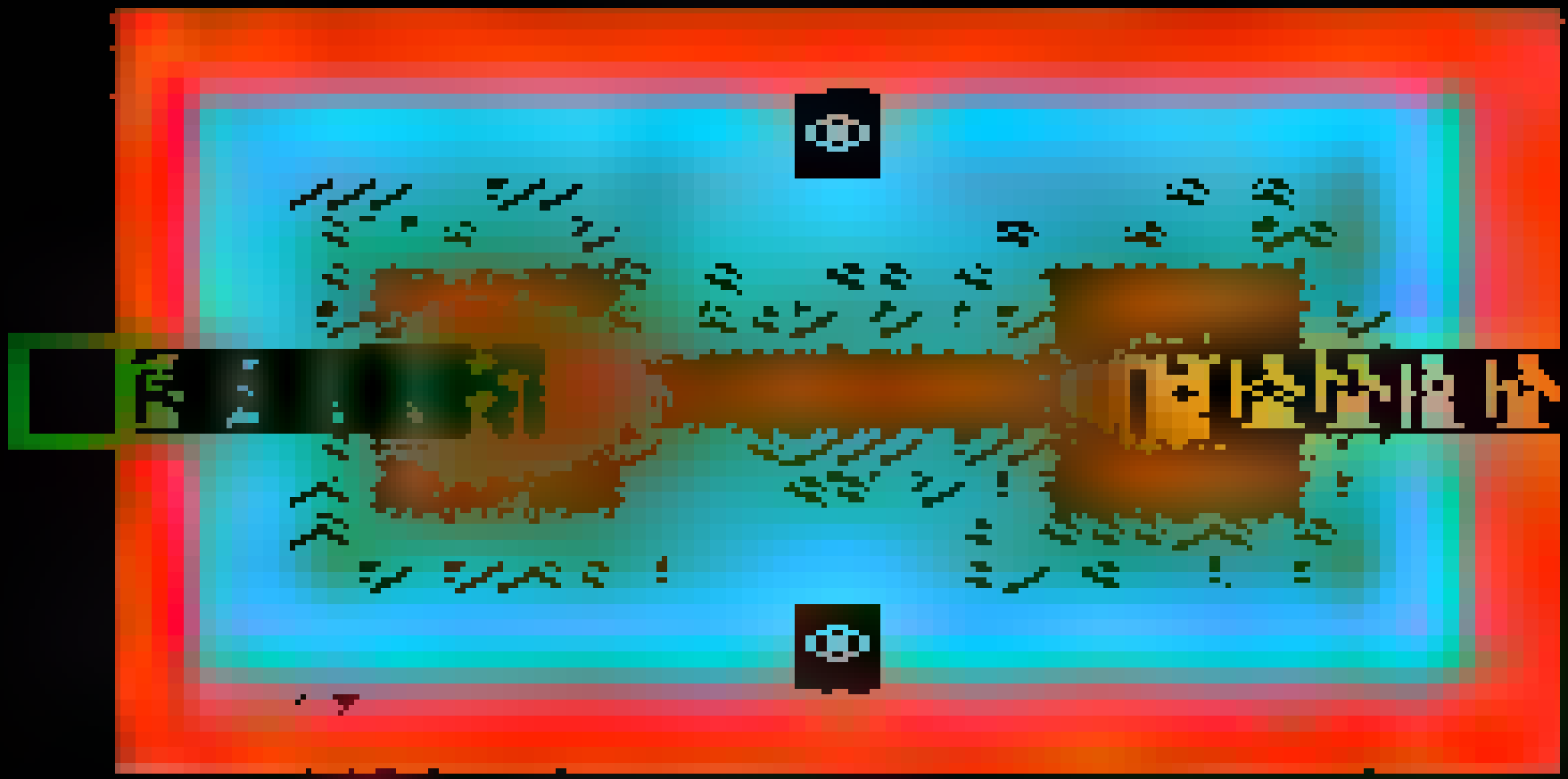


CONJURES A SPELL!
TELEPORT





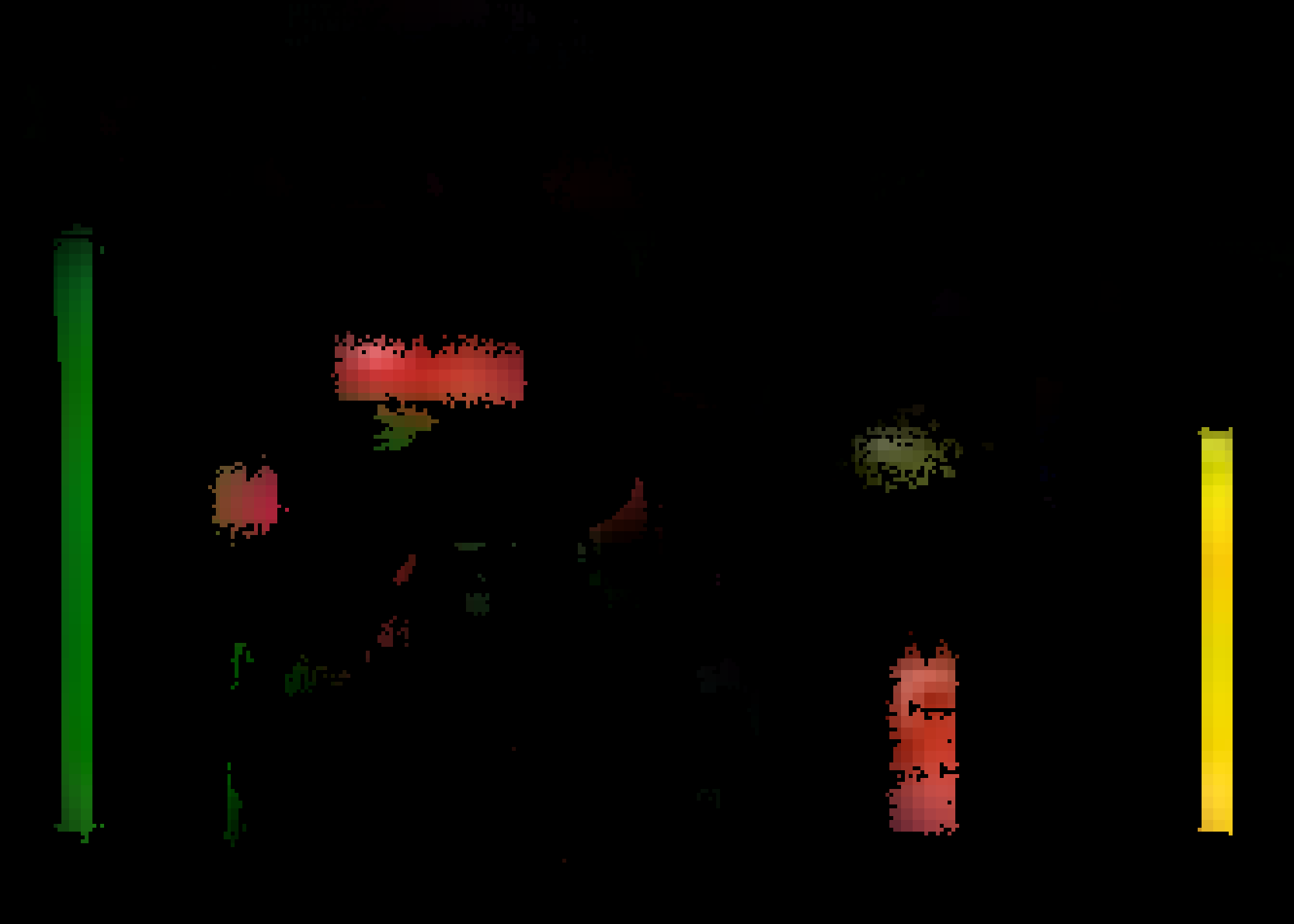
ARCHON II ADEPT ARCHON



TWO-PLAYER
CHAOS FIGHT

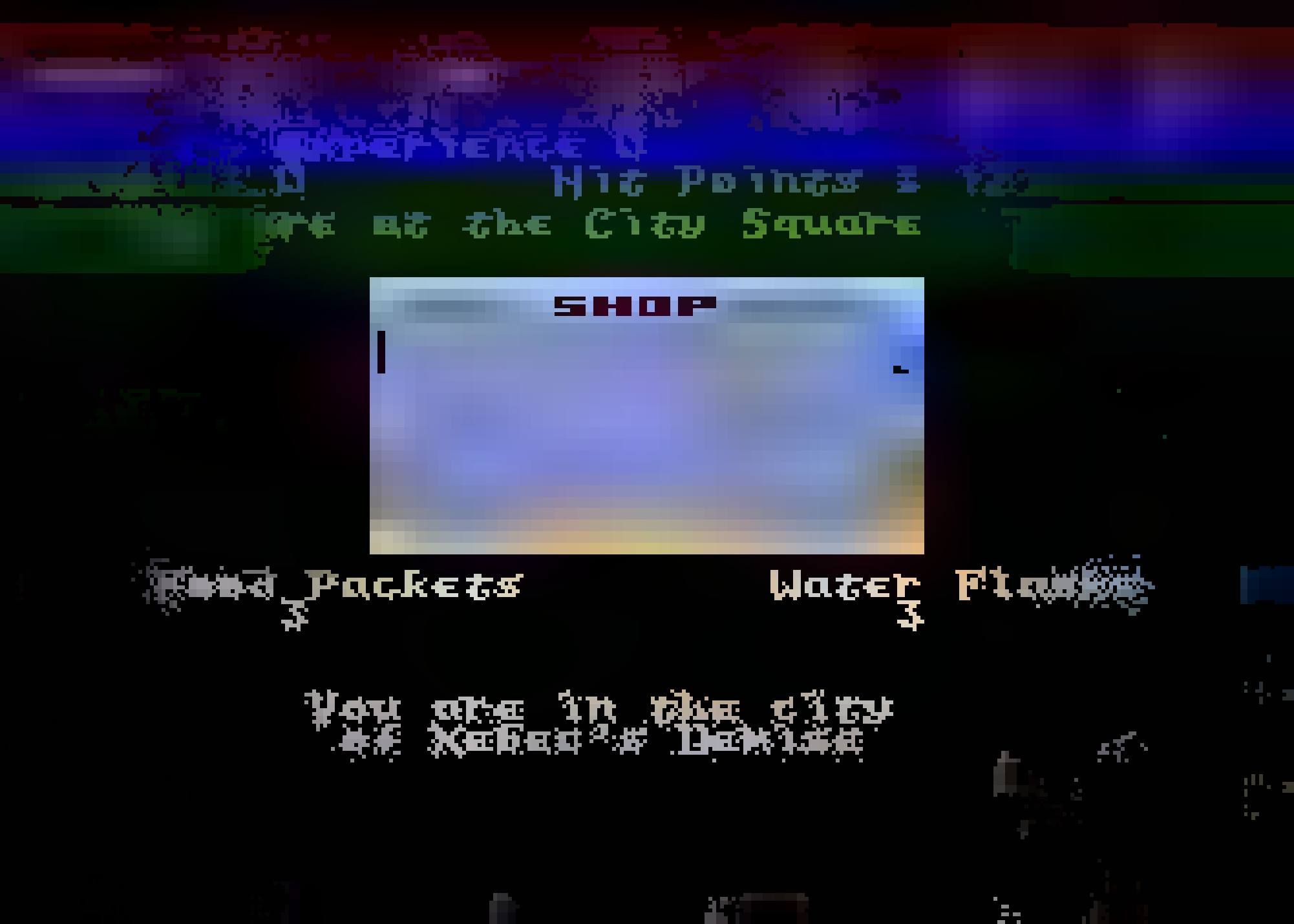
PRESS
ANY


ADEPT








Hit Points
SHOP
Packets
Water
You are in the city

Level 1 0 Hit Points 3 12

You are at the East Berwin Store



Welcome Stranger!

Do you wish to see our wares?

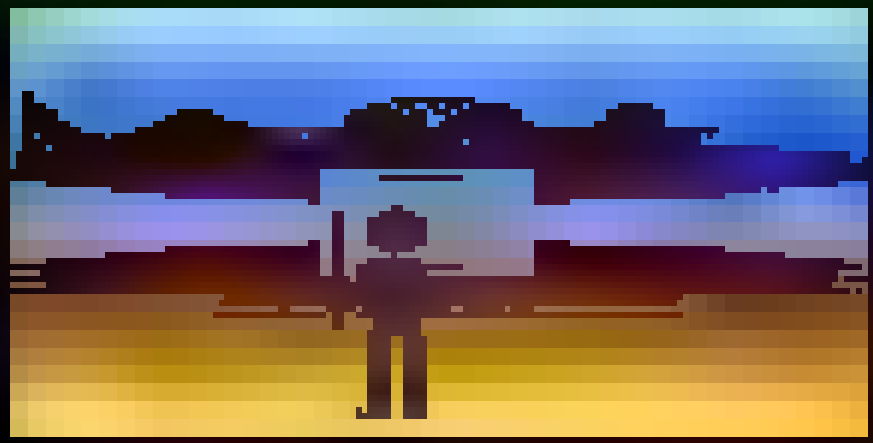
Yes if you do or No if not

Your coins in copper 219

Experience 0

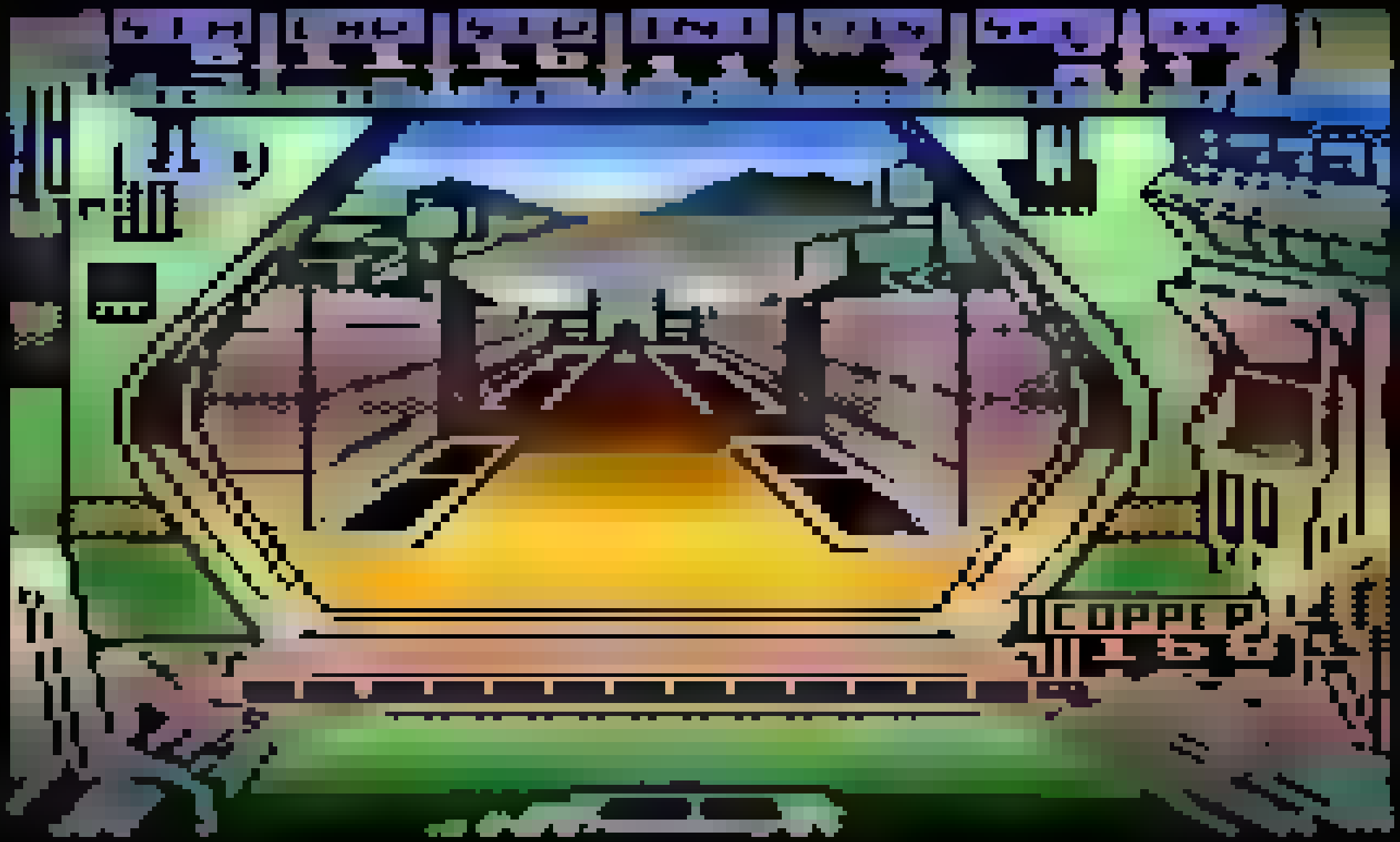
Hit Points =

re at the City Square
ked by a knight



Disengaged

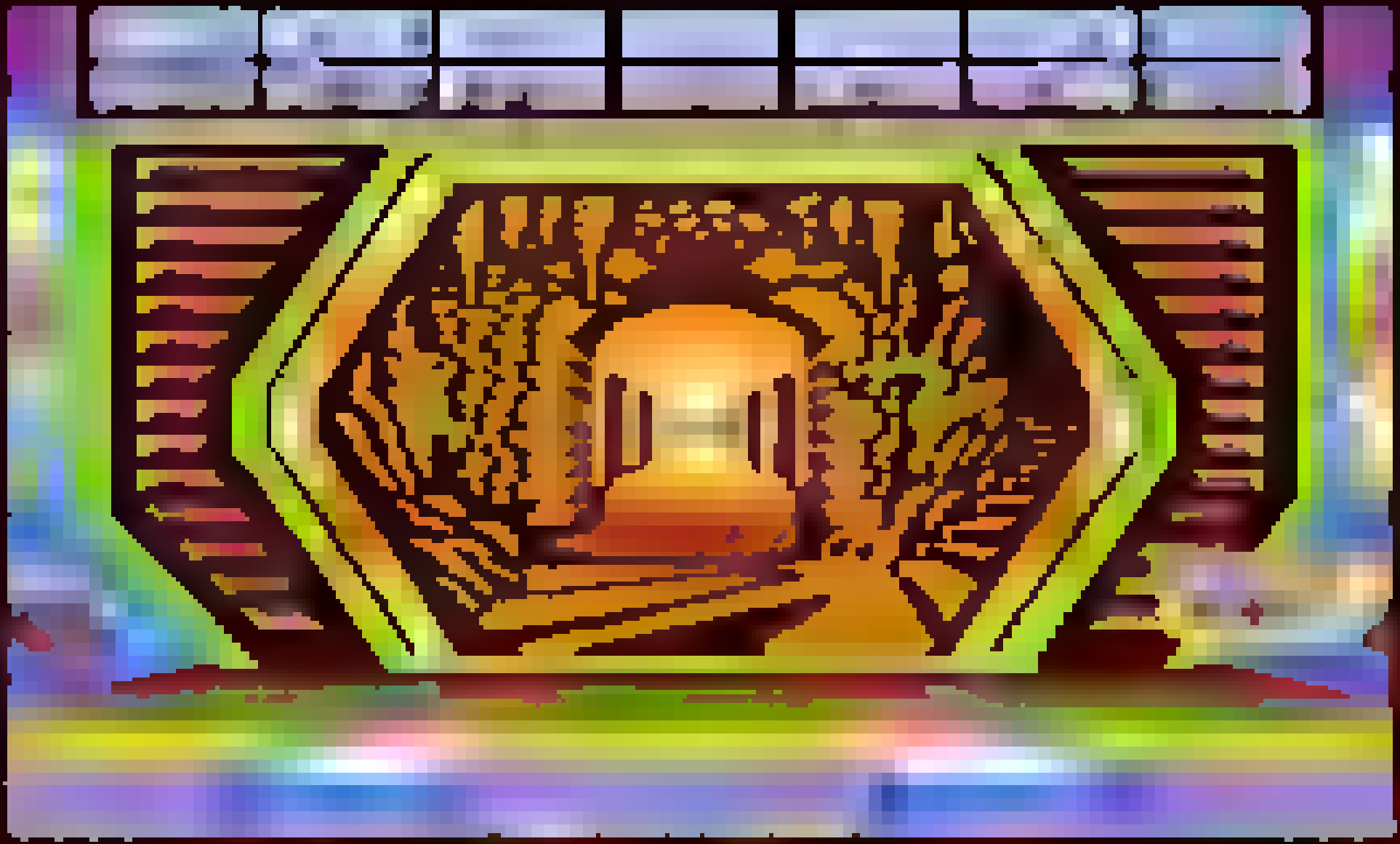
harm, ignore, kick, engage,
se items, ready item,
cast spell,
or save(escape)


COPPER

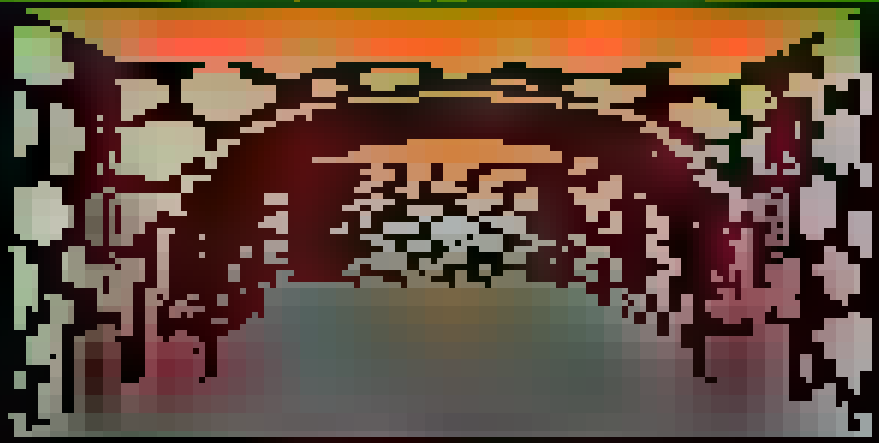


Welcome to our shoppe. I am Omar, Jeff's twin brother. How can I help you?

(1) Stocking up on provisions
(2) Selecting battle gear
(3) Choosing some apparel
(4) Exchanging currency
(0) Leave



Chrodegang Level:20



Food Packets Torches Water Flasks
3 3

You are on level 1
of the Dungeon

Chrodegang Level:20



A sign on the door says:
"Demon & Butcher Shoppe"

Chrodegang Level:0



Welcome to our shoppe. I am Omar, Jeff's twin brother. How can I help you?

(1) Stocking up on provisions
(2) Selecting battle gear
(3) Choosing some apparel
(4) Exchanging currency
(0) Leave

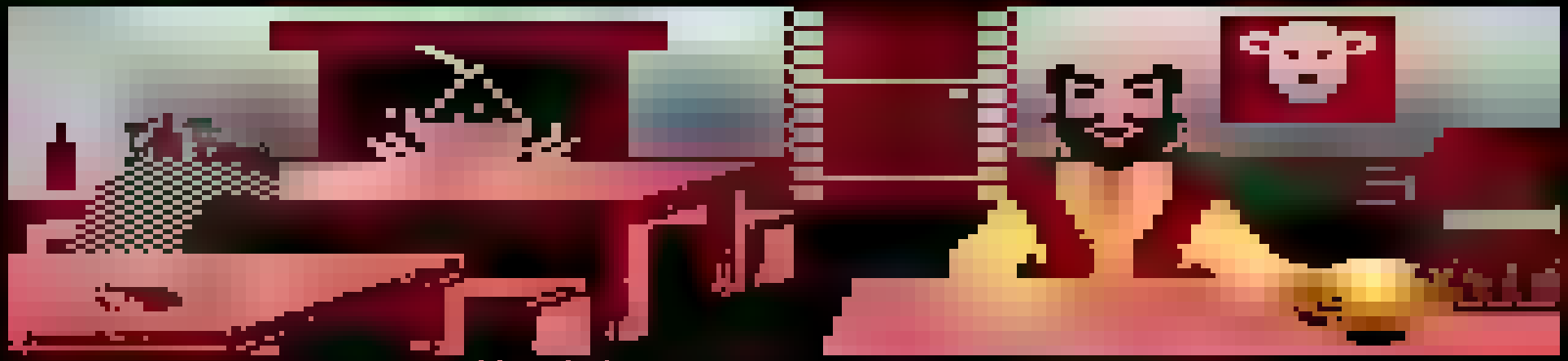
Chrodegang Level 20



SURPRISED

No options.

Chrodegang Level:0



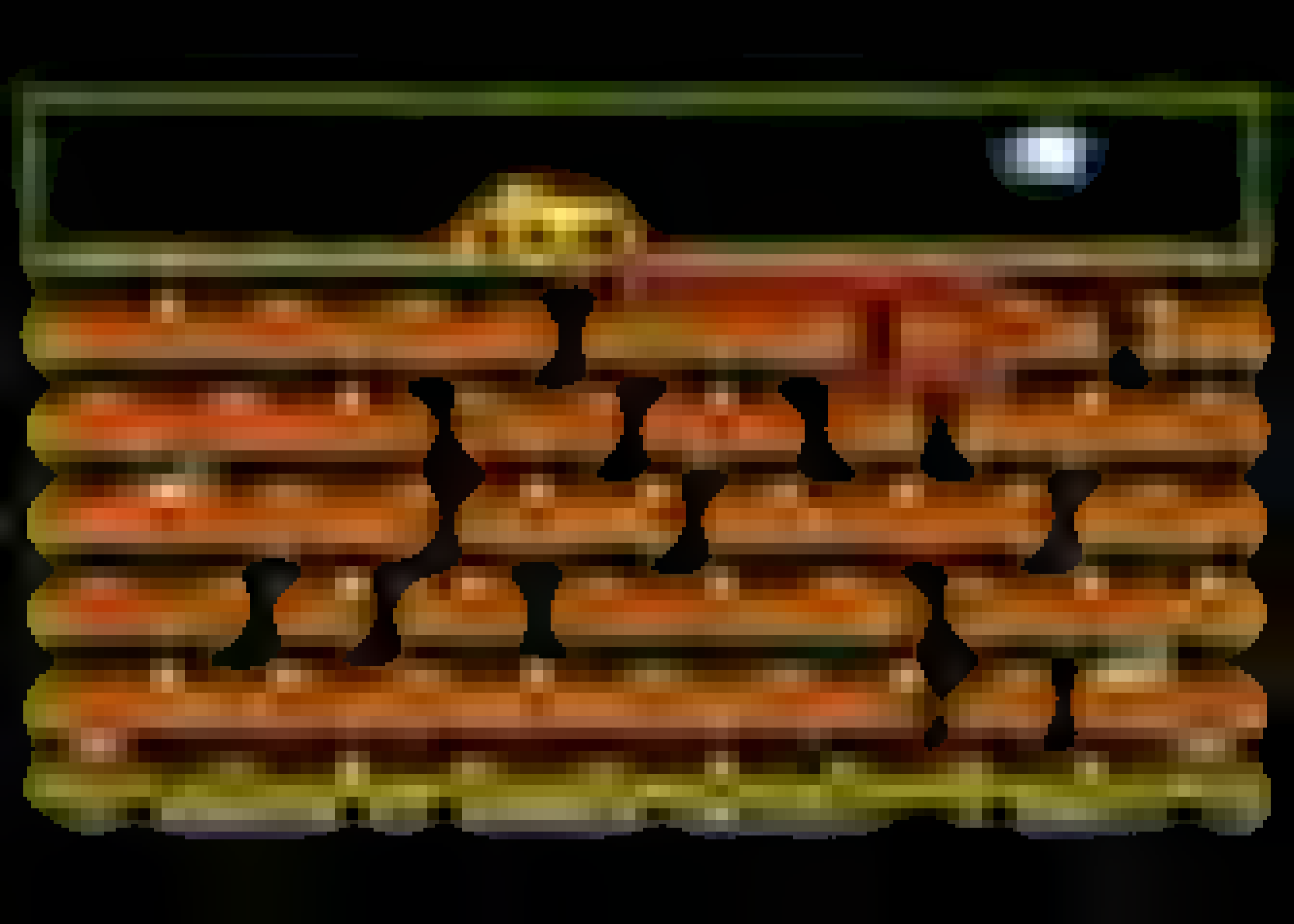
Hello, Stranger!

Where dost thou wish to sit?

(1) At the bar
(2) At a table
(0) Leave

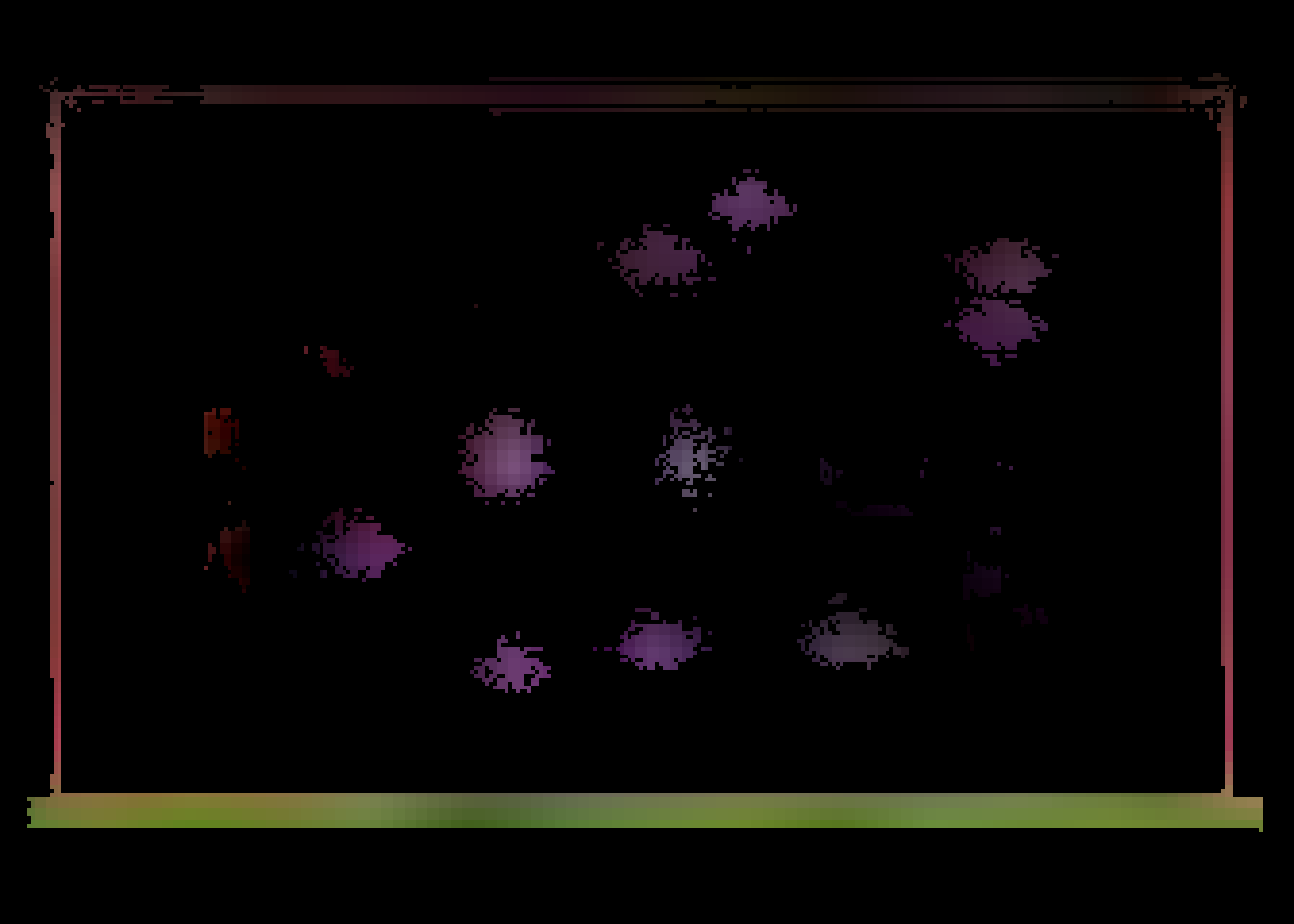


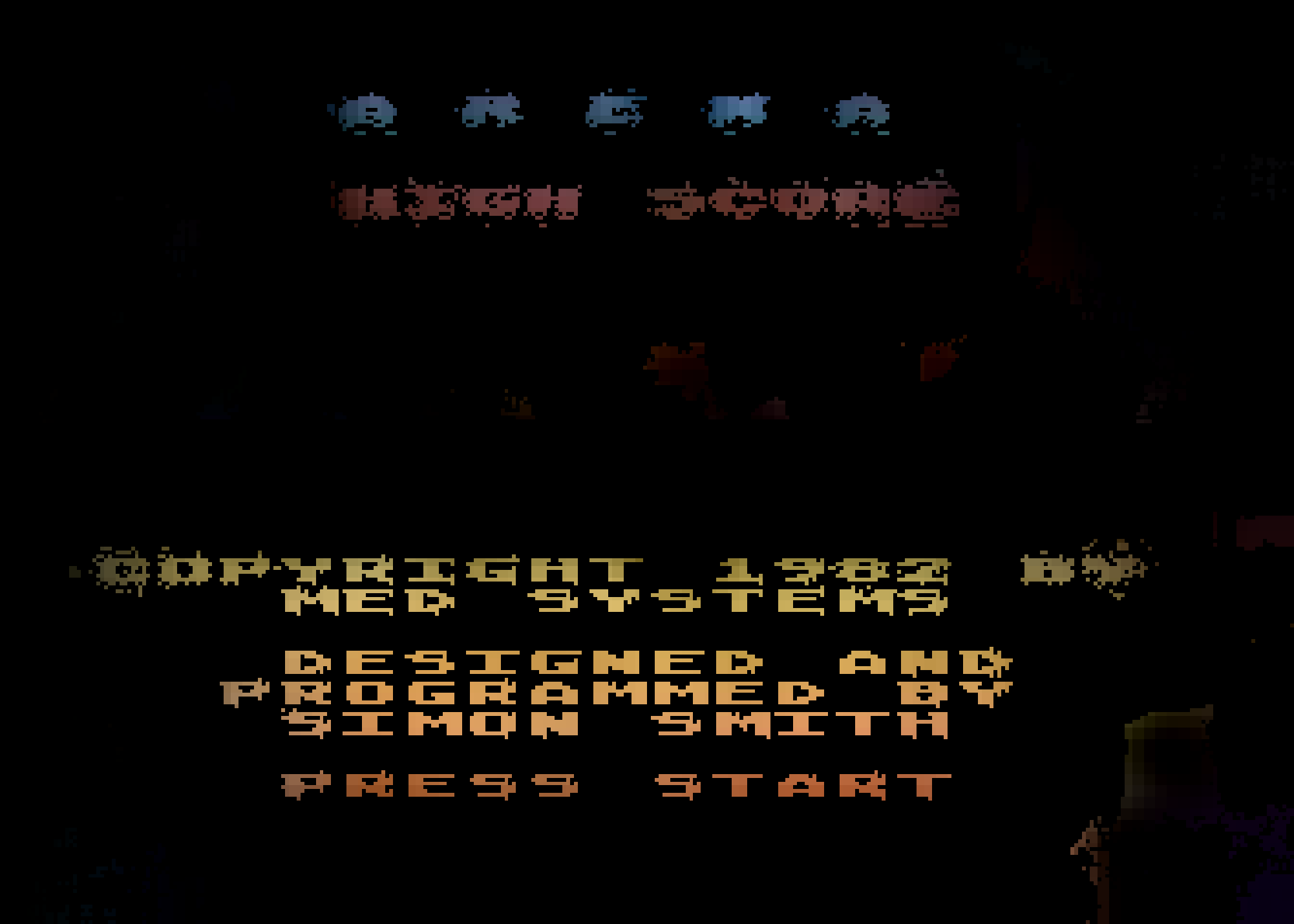

THE AARDVARK
BY CHRIS OBERTH
ATARI VERSION BY JAY TOBB
COPYRIGHT 1983 DATAMOST INC

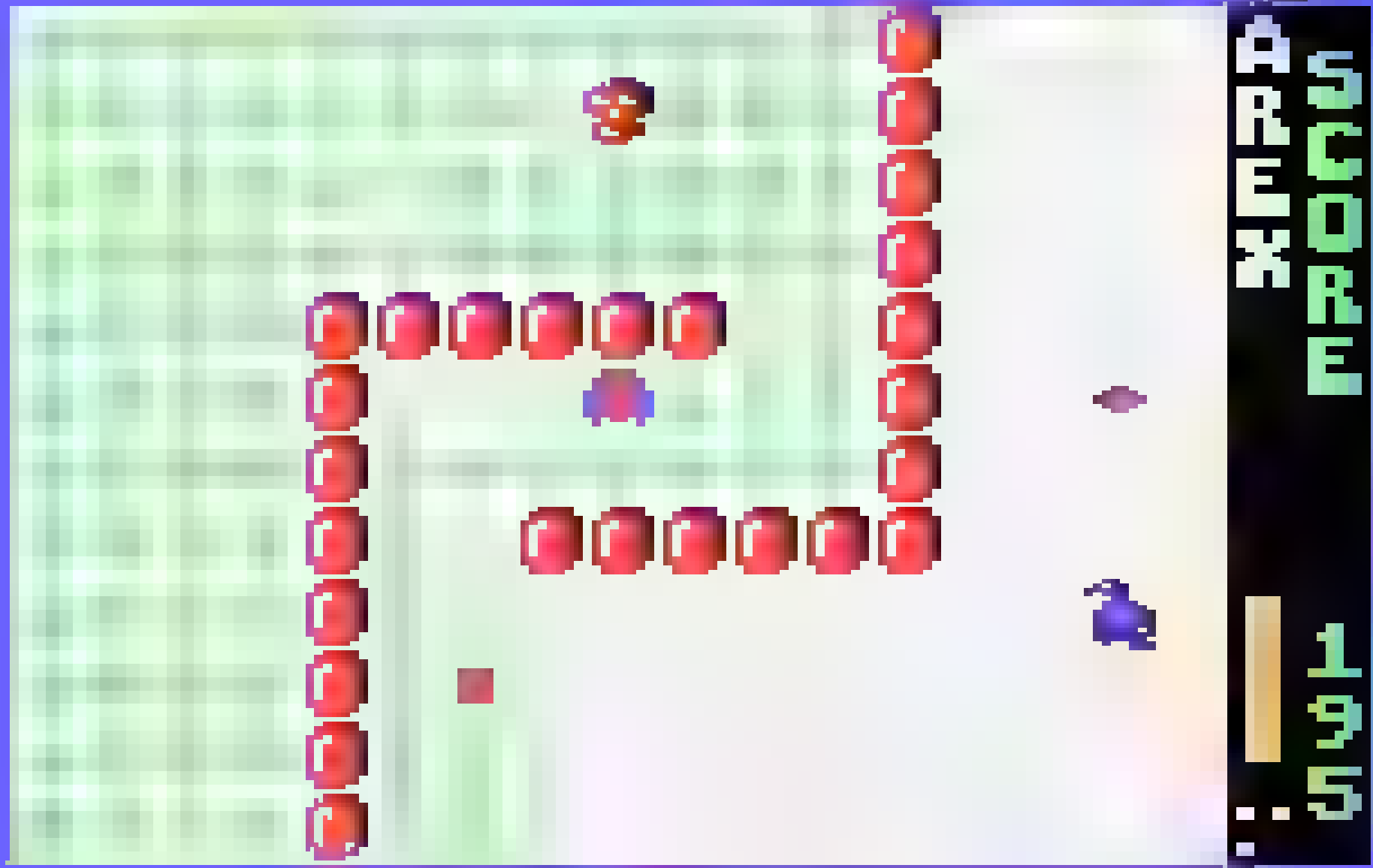


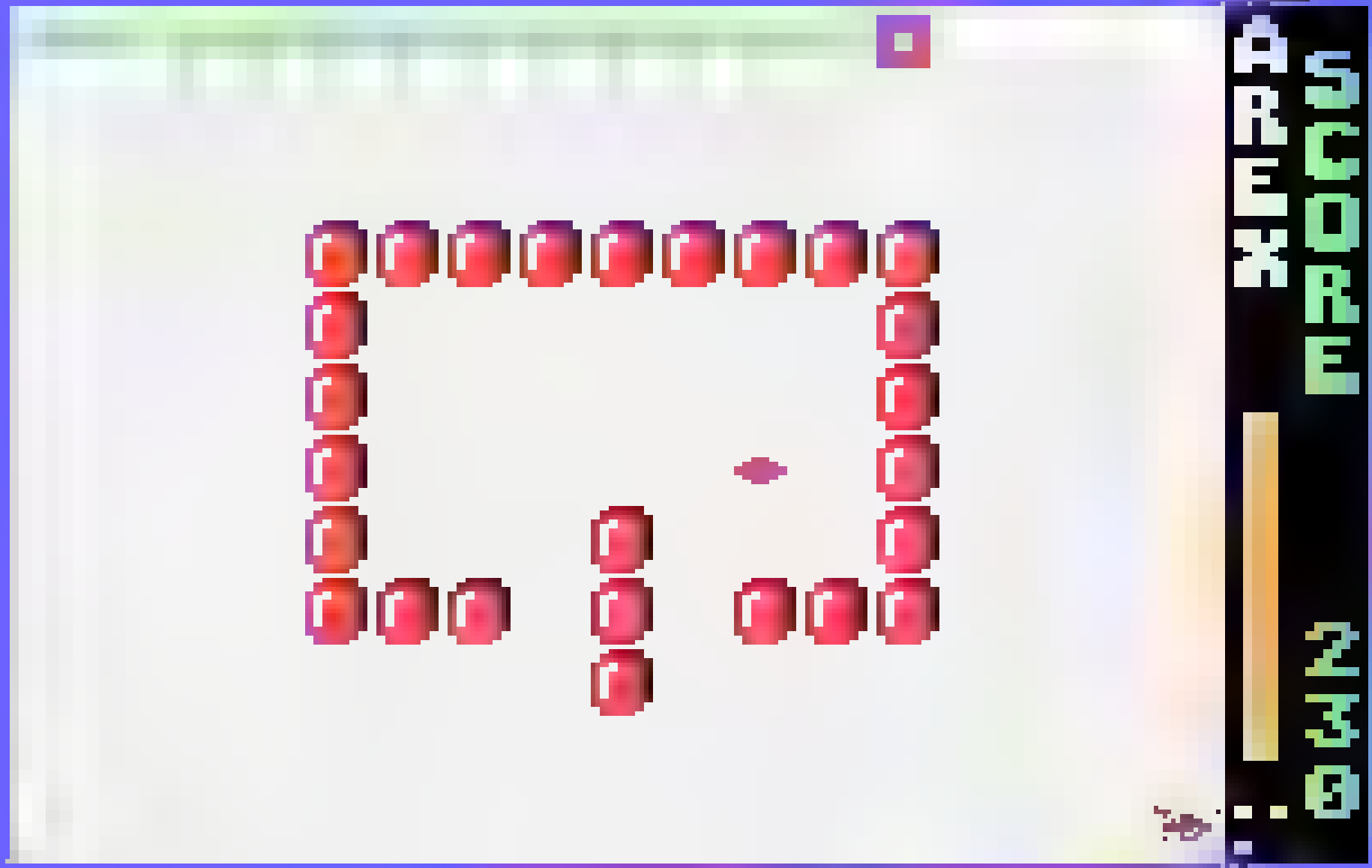



AROLY

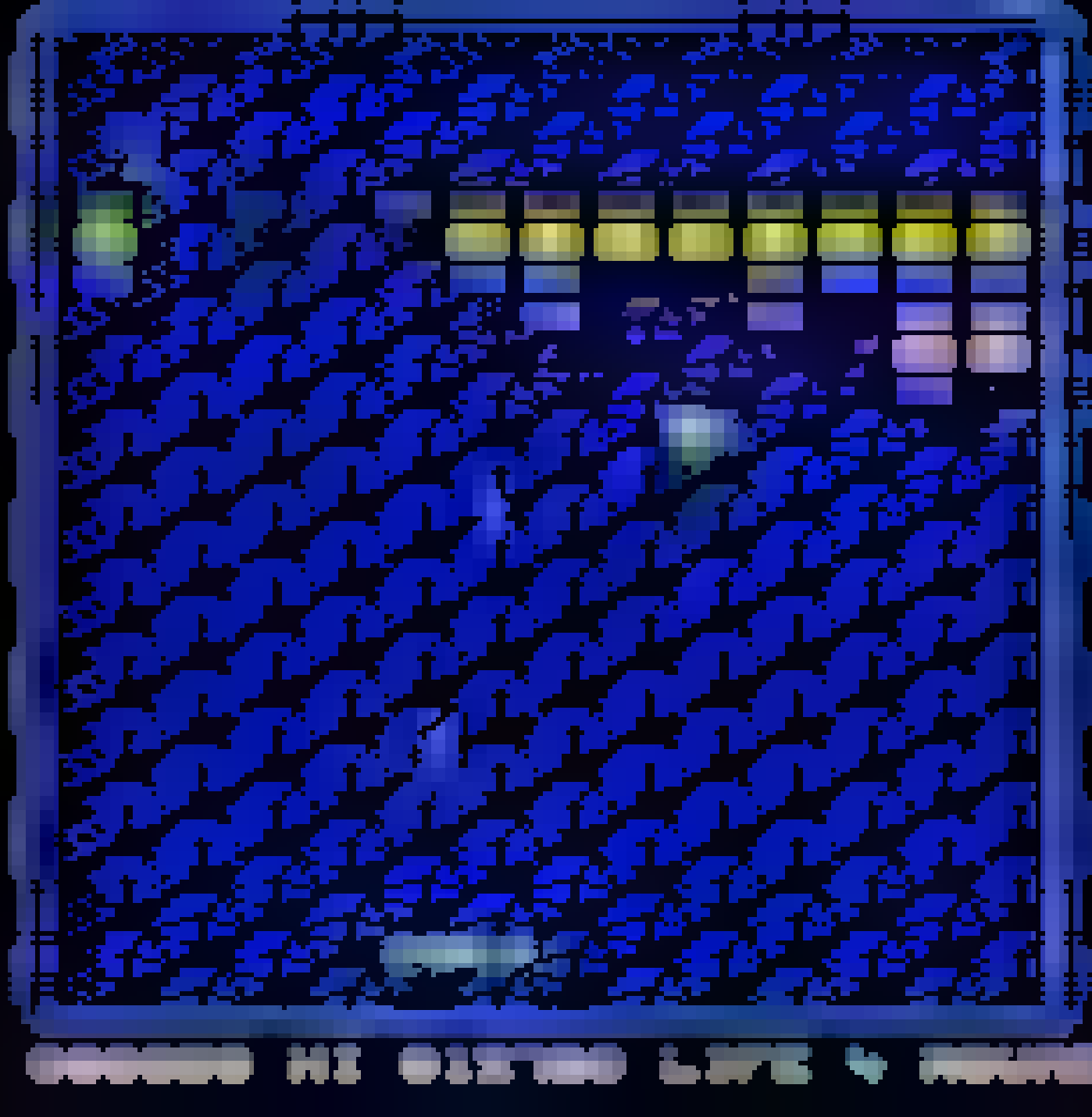


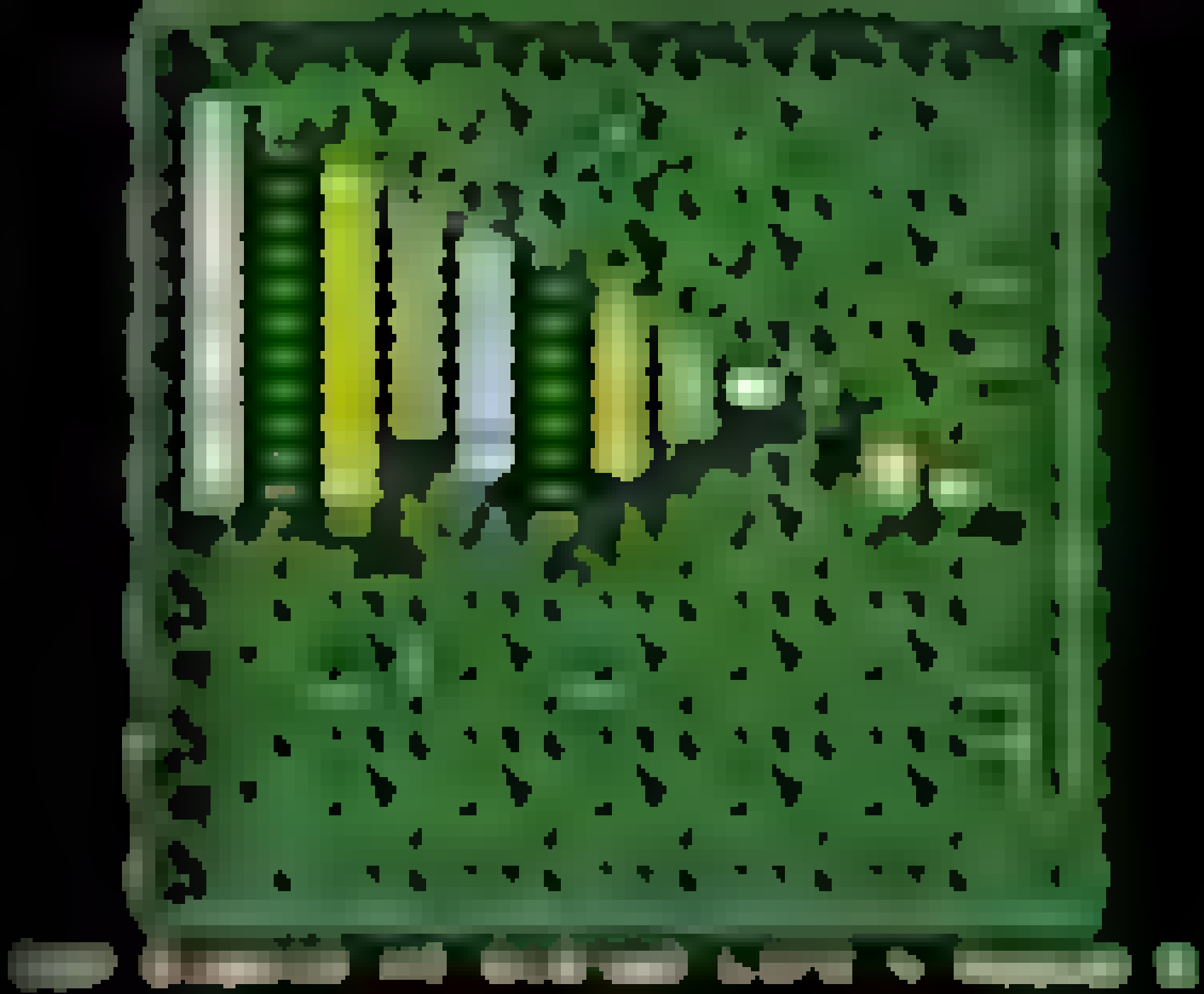

COPYRIGHT 1988
MED SYSTEMS
DESIGNED AND
PROGRAMMED BY
SIMON SMITH
PRESS START

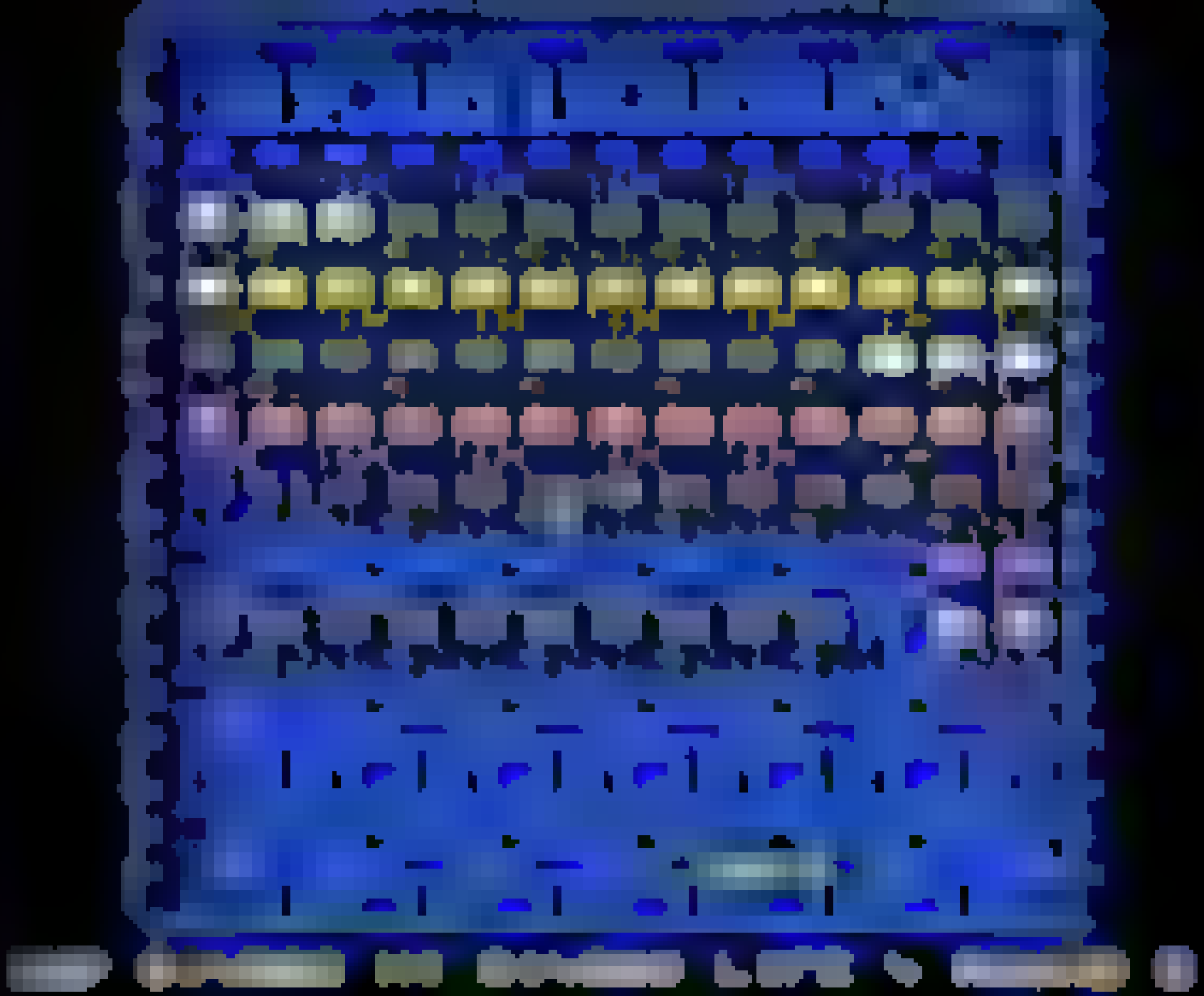

AREA
SCORE
195

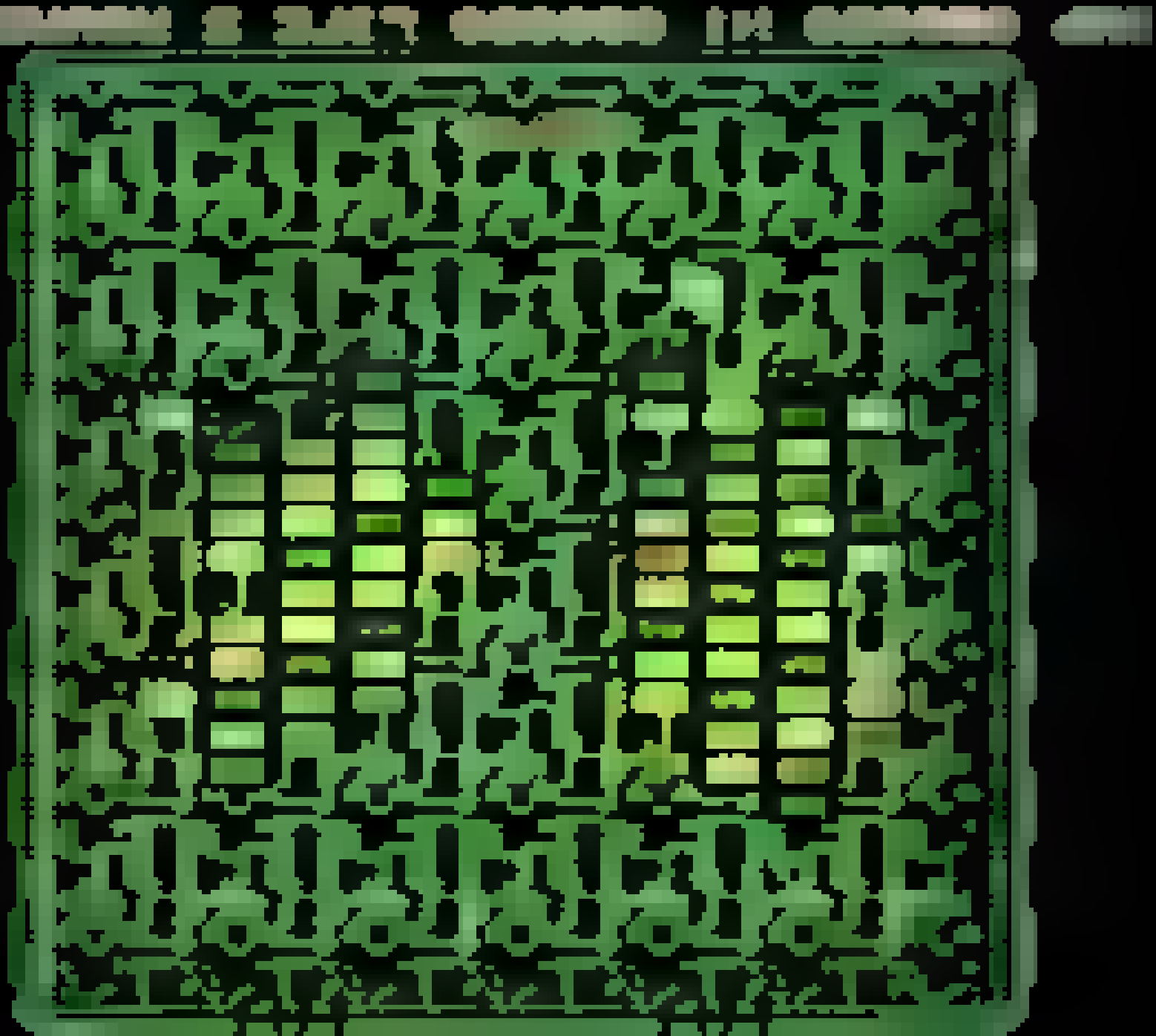

AREA
SCORE
230

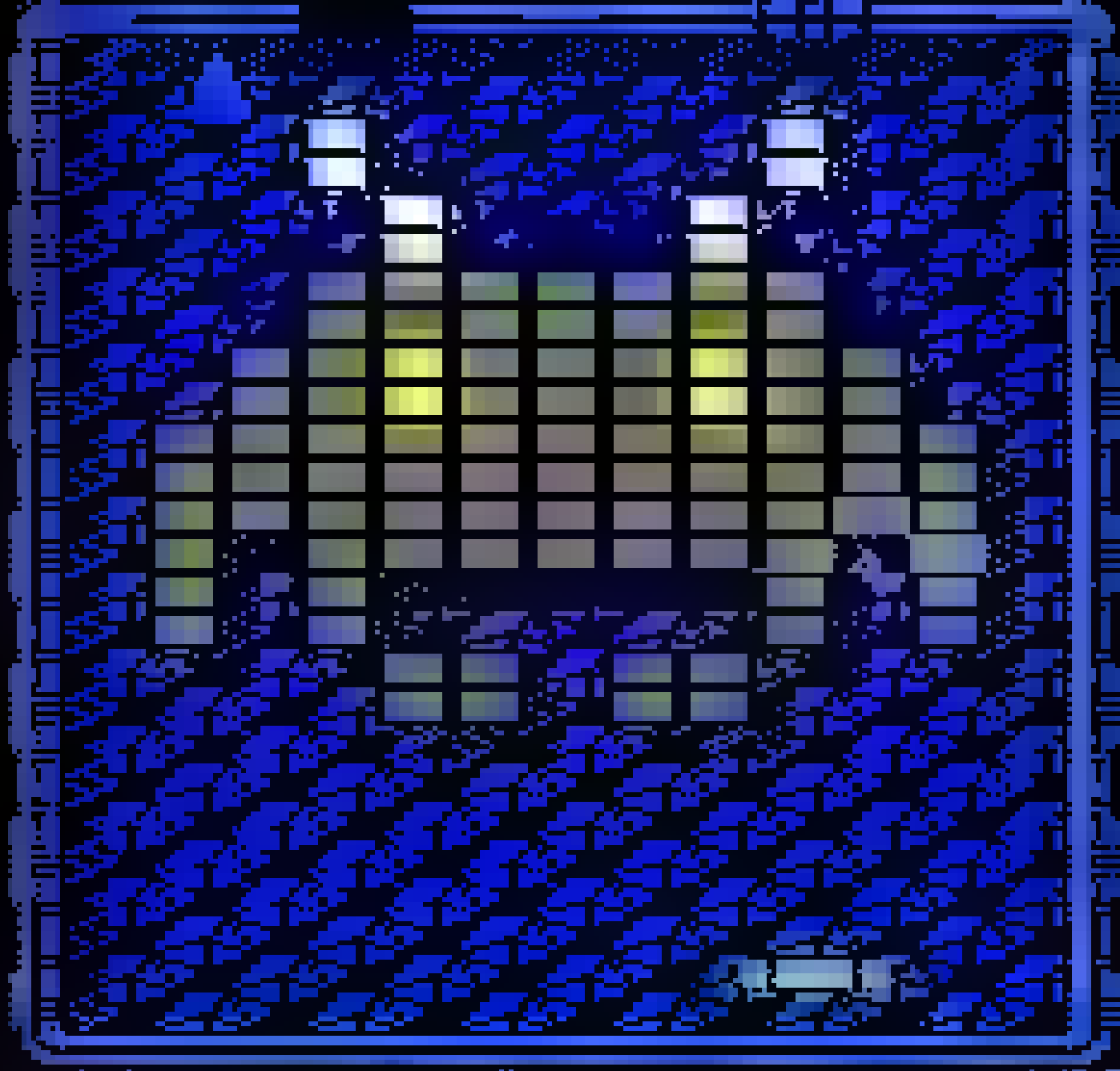

JOHN ANDERSON'S AREX
COPYRIGHT 1983 BY:
ADVENTURE INTERNATIONAL
ALL RIGHTS RESERVED
RIGINAL SCREENPLAY BY: WILLIAM M










HI
LIFE

SELECT YOUR INPUT DEVICE:

ATARI PADDLES.

JOYSTICK.

KEYBOARD.

1 CONTROLLER.

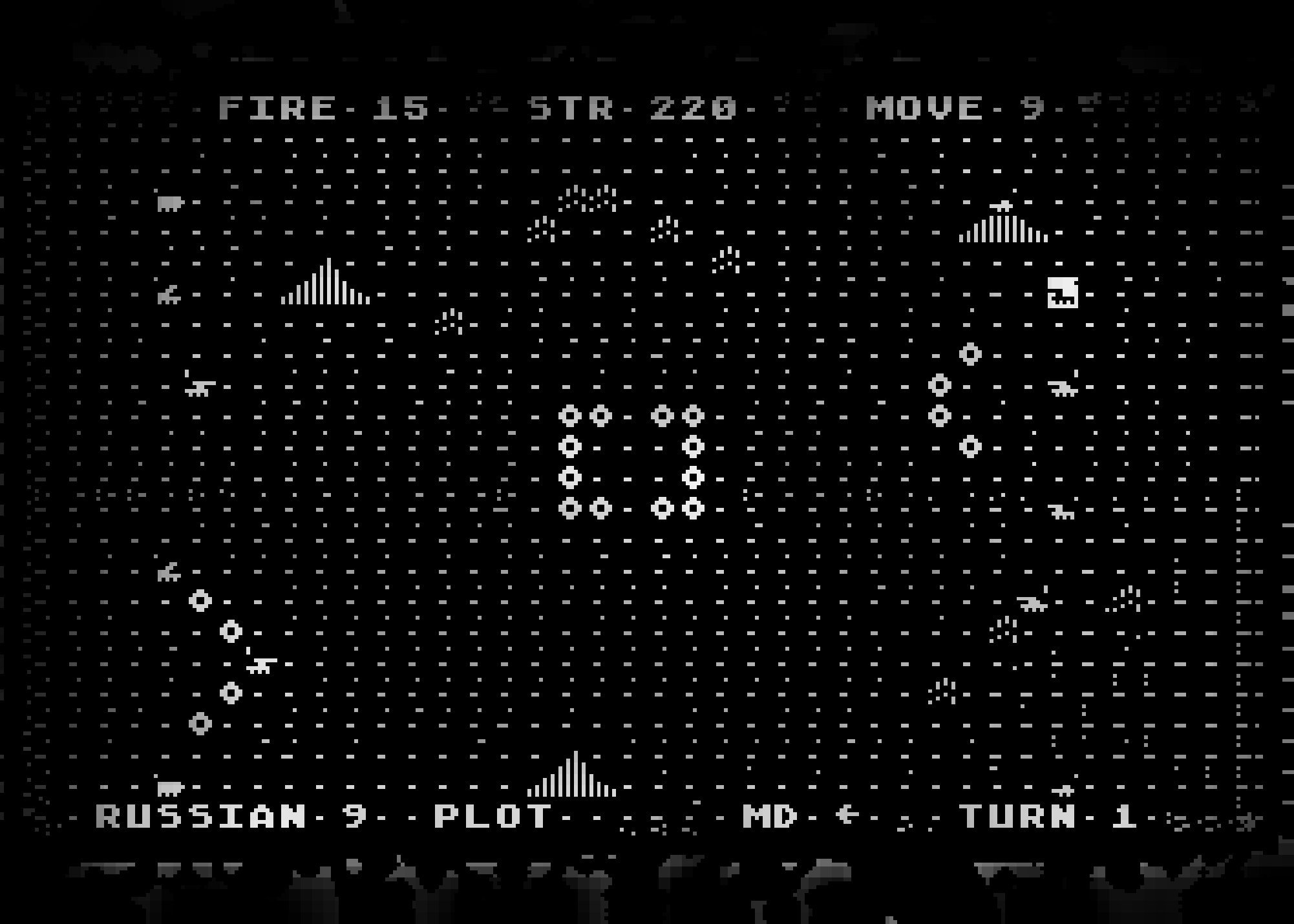
1 PLAYER MODE.

SELECT OPTION USING FIRST LETTER.

FIRE BUTTON/START KEY BEGINS GAME.

TAITO 1987 © IMAGINE 1987.

CODED BY MIKE HUTCHINSON.


FIRE 15 STR 220 MOVE 9
RUSSIAN 9 PLOT MD TURN 1

SELECT ONE OF THE
FOLLOWING OPTIONS:

G PLAY GAME

M MODIFY MAP

U MODIFY UNITS

PRESS KEY FOR
SELECTION

HIGH SCORE

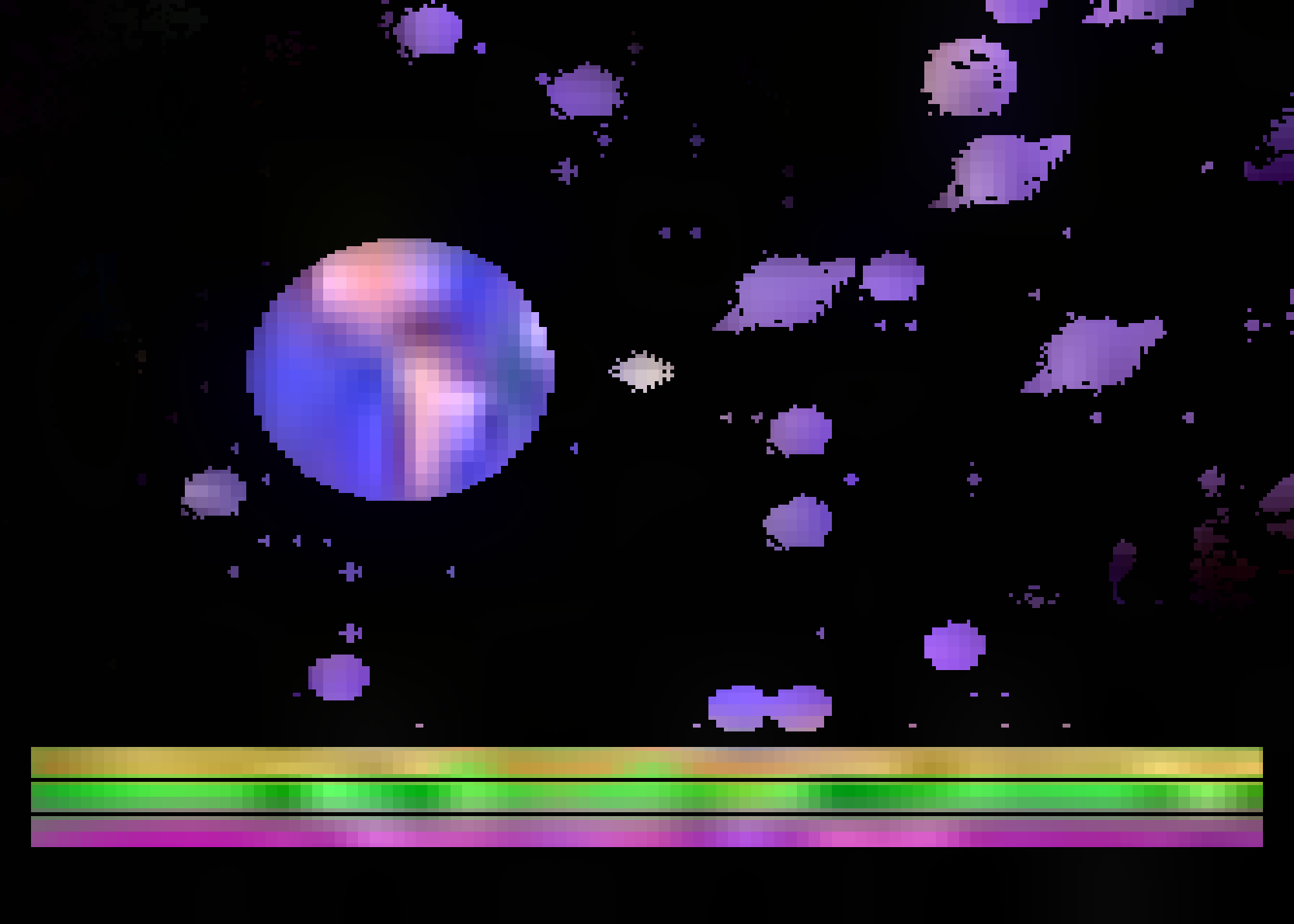

HIGH SCORE

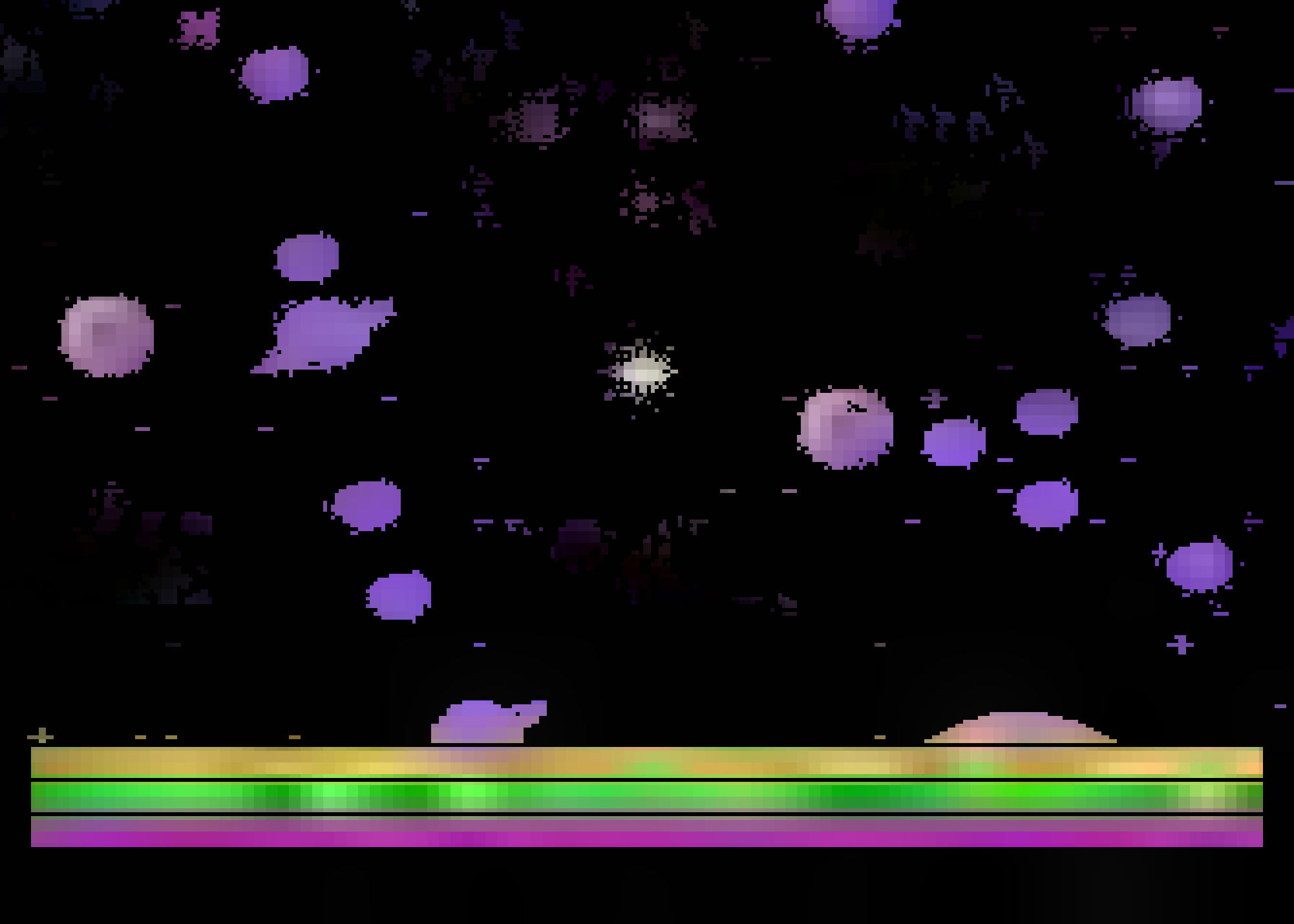




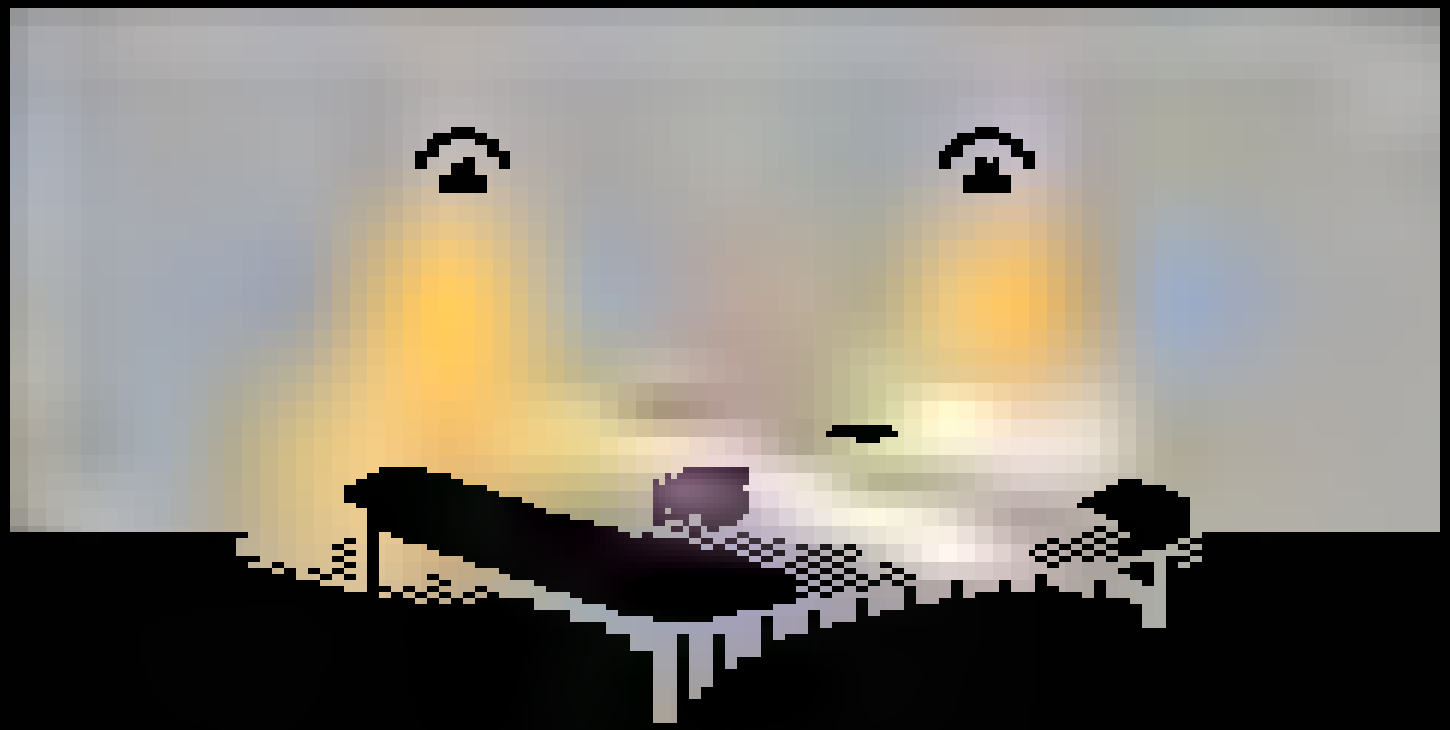












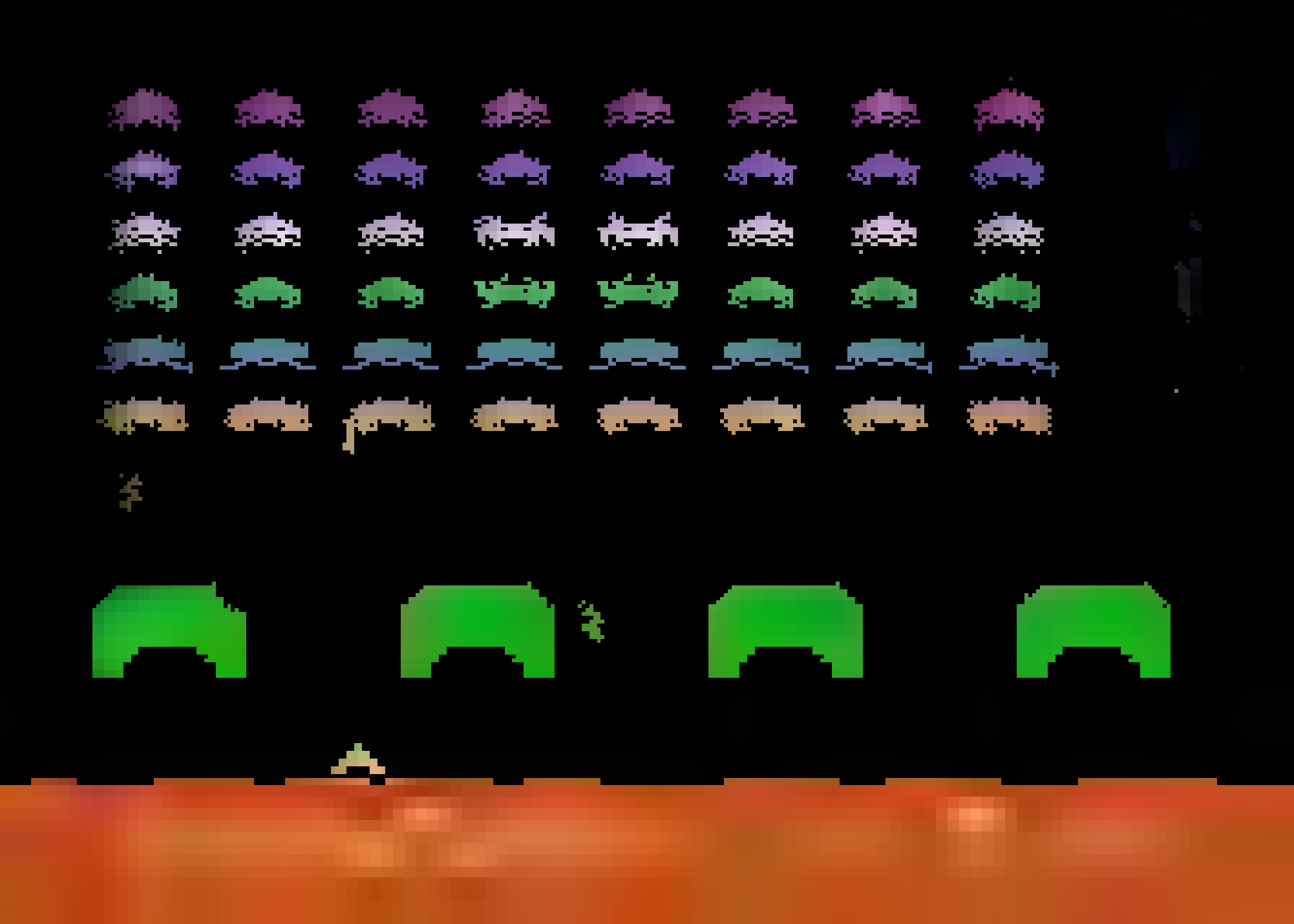
You are in a room. You see a box with a
reach. In the box there is a credit
card.
You may ask for help at any time.
==>

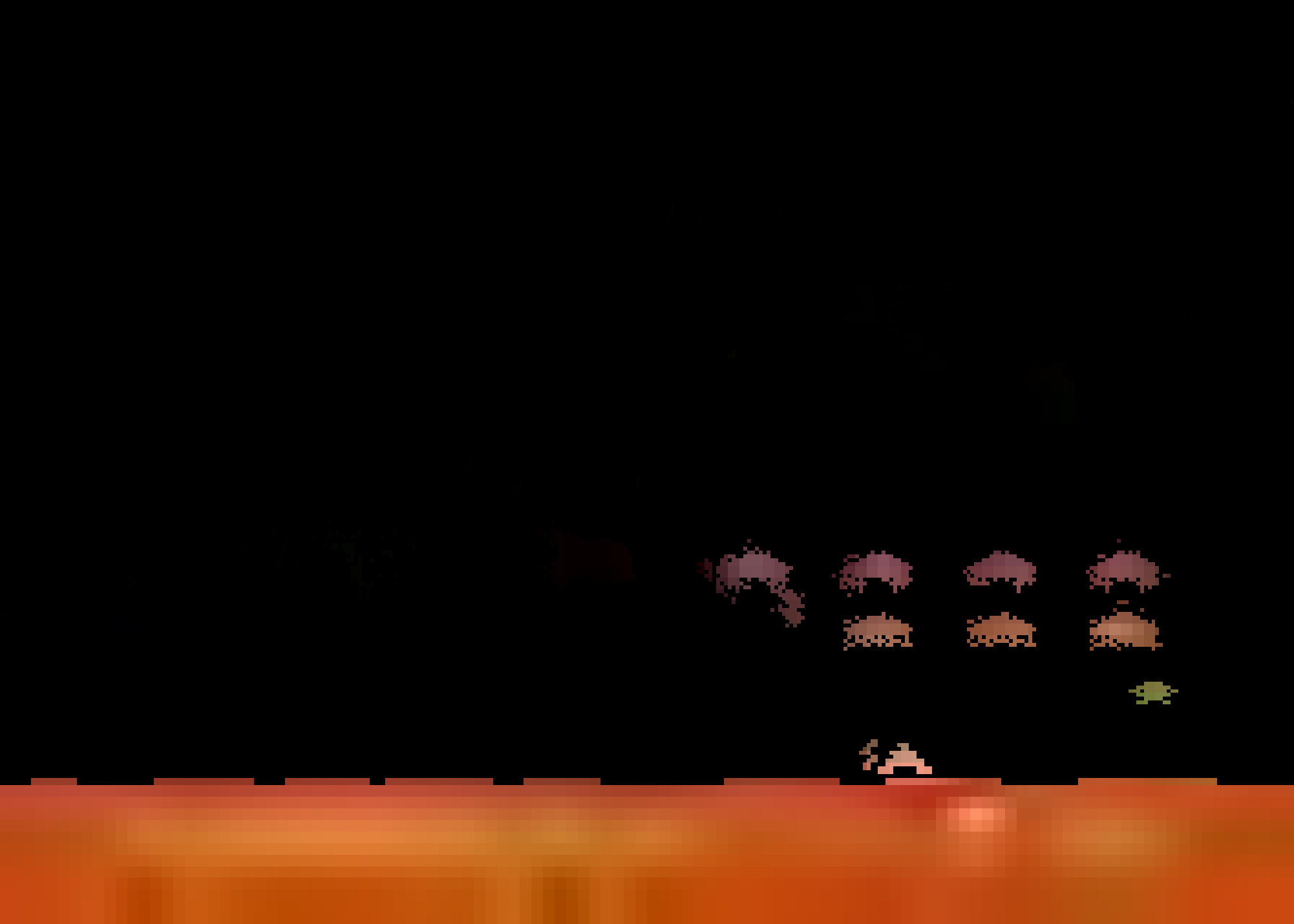


>LOOK UP
A piano falls on you!
You see William F. Denman, Jr.
You weren't sane (or insane) enough to escape William Denman's asylum. As I am the author (this is my picture), I can give you the option of playing again.
Do you wish to play again (Y/N)?



ASYLUM™



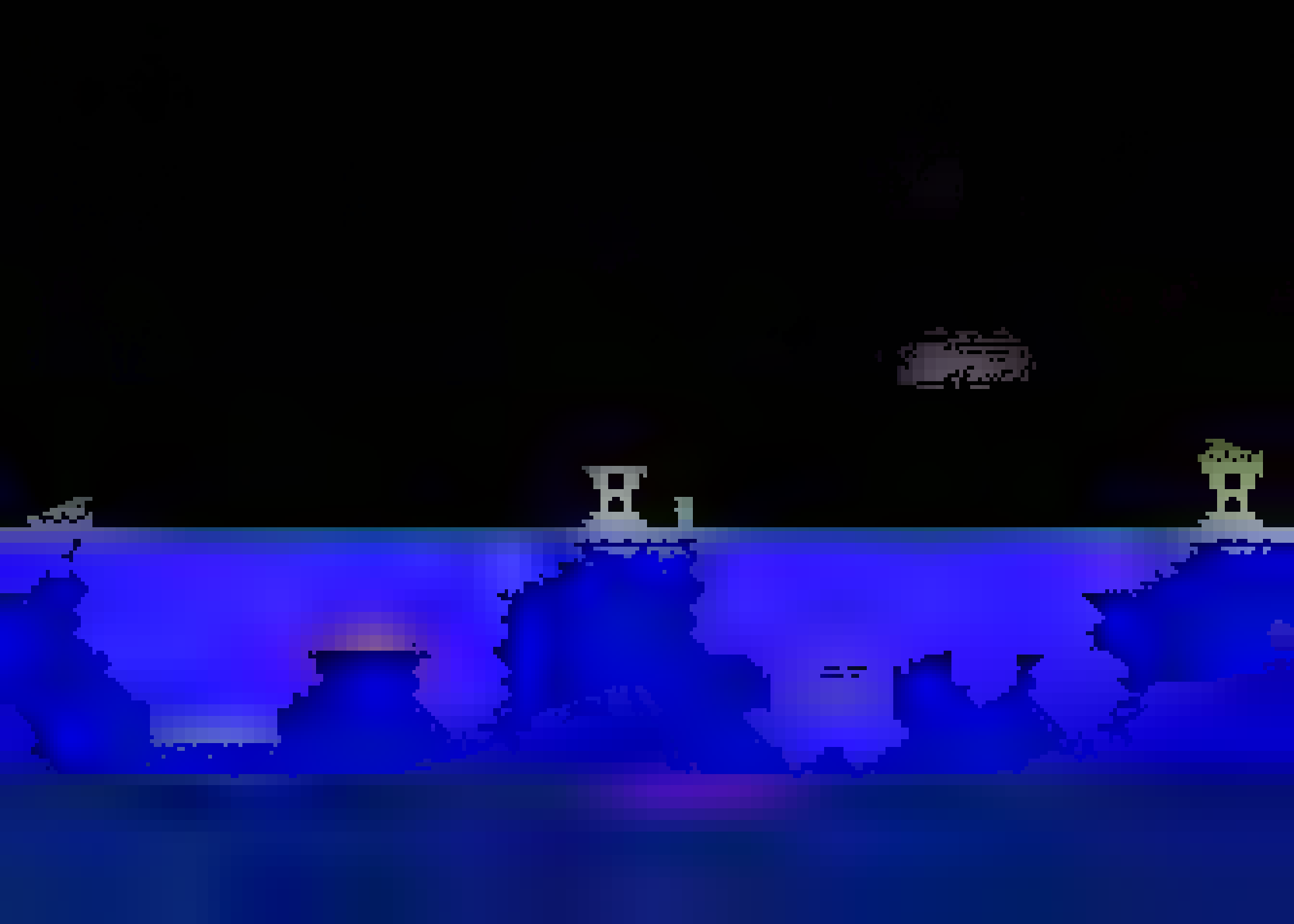


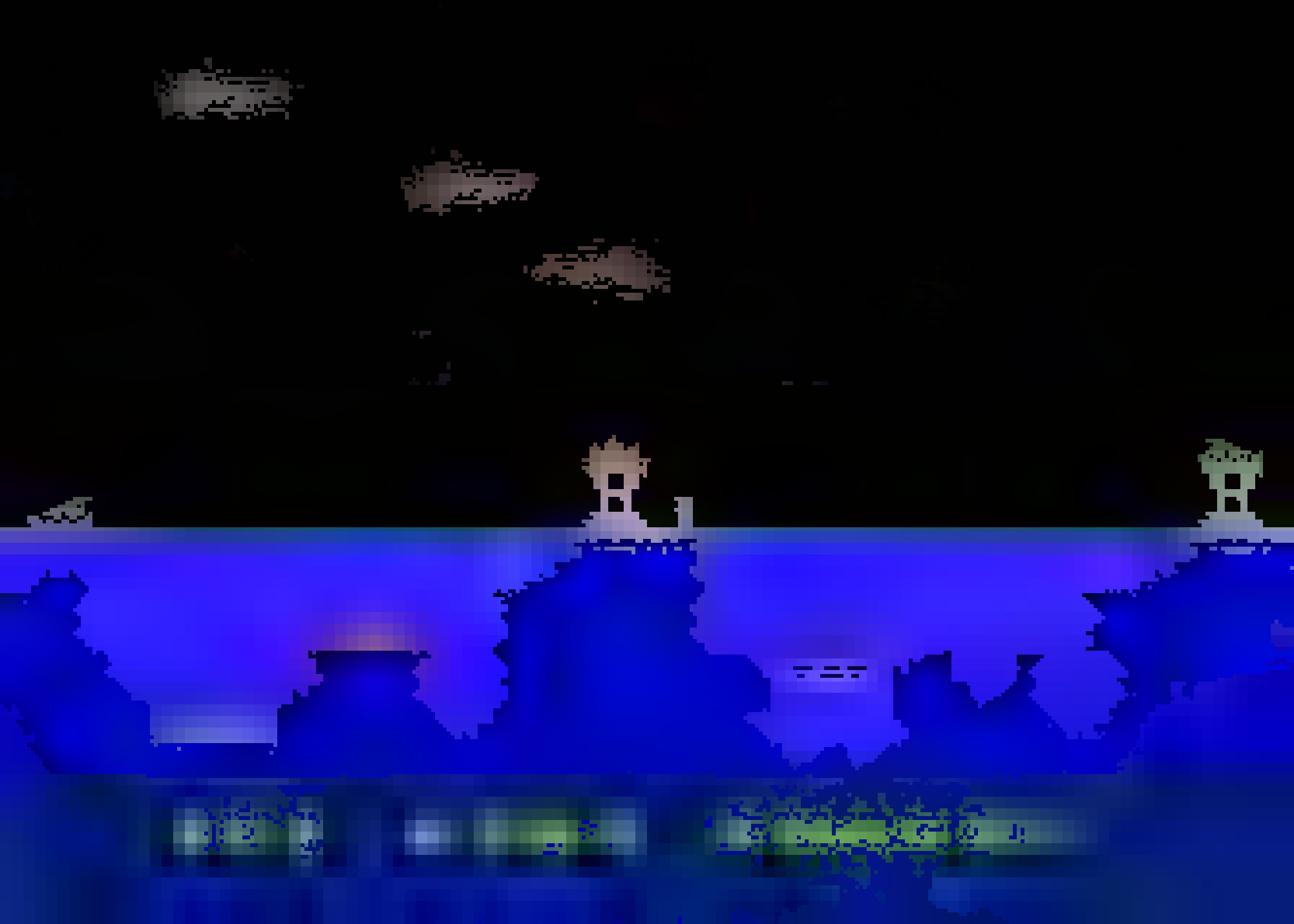
ATARI INVADERS



SCORE-ADVANCE HIGH SCORES

© COPYRIGHT 1980 MIDWAY





SCORE 1:0000000 #:0000 SCORE 2:0000000

YAK THE HAIRY

PRESENTS LLAMASOFT'S CLASSIC BLAST

ATTACK OF THE MUTANT CAMELS

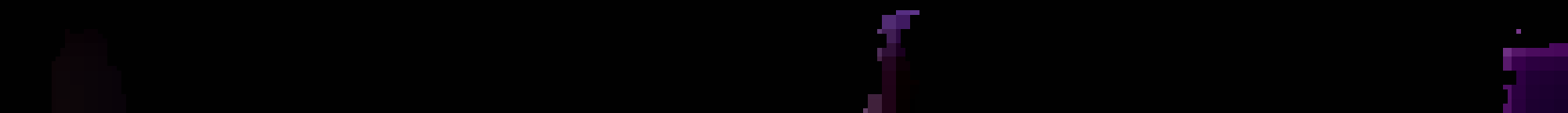
NUMBER OF BLASTERS BLASTING: 1

DIFFICULTY: FER SURE

BEAST BLASTING BULLET POTENTIAL: 3

BEST SPOT O' ZAPPING SO FAR: 0000000

PRESS FIRE T'START




ASSEMBLY
SALVAGE
TRUCK STOP
AADA
GARAGE
FBI
JOE'S BAR
CROSS
ARENA
WEAP SHOP


0 1 2 3 4 5 6 7 8 9
Bat
Arm
F 0 0
B 0 0 0
L 0 0 0
R 0 0 0
U 0 0
Trs
L 0 4
0 0 4
P 0 0 4
000字
Power Plant 05
Dr tyer 00

ULTIMA V

by Lord British
and
Chuckles



Where the right of way
goes to the biggest guns

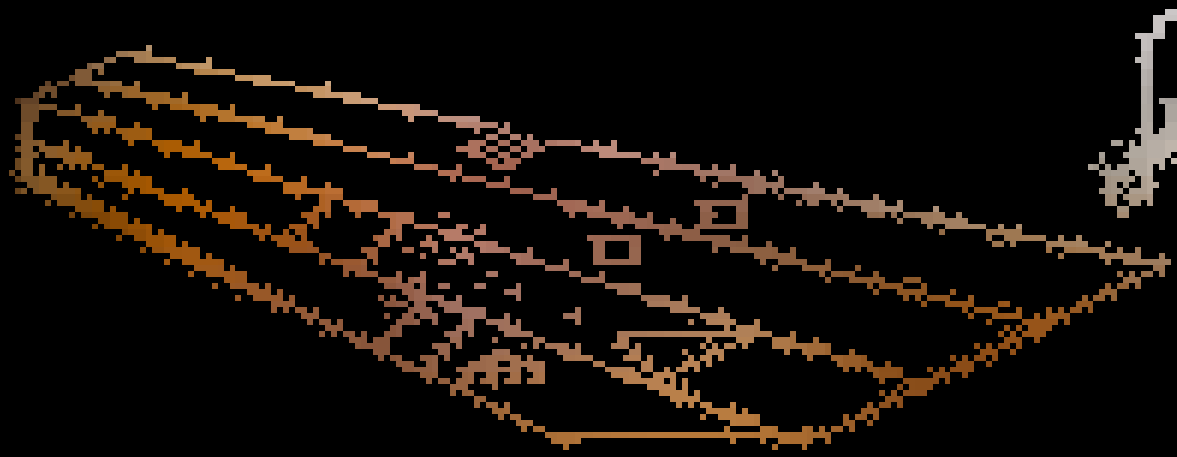

0002300

000000

HIGH SCORE

AXIS AND ALLIES

ASSASSIN

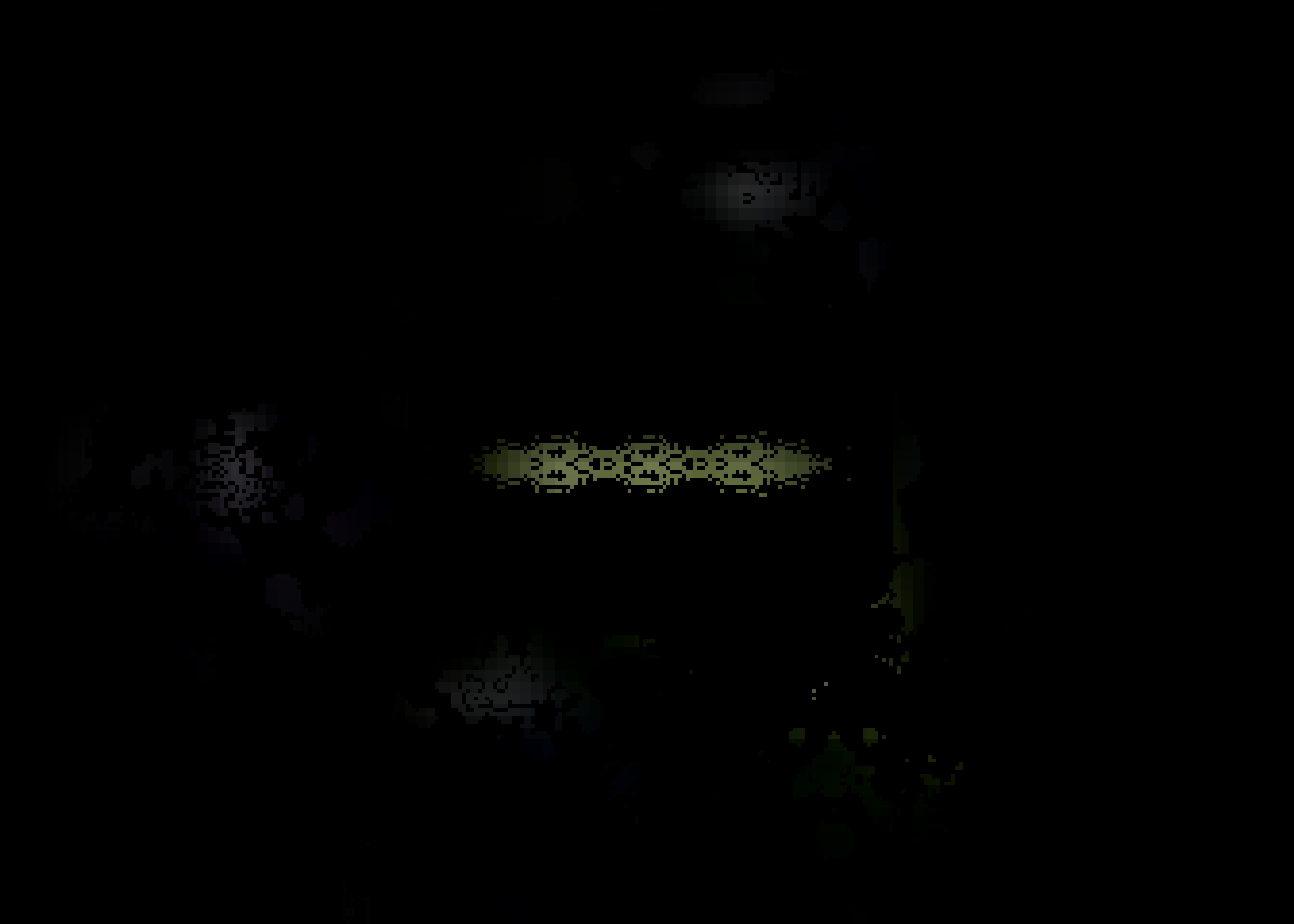


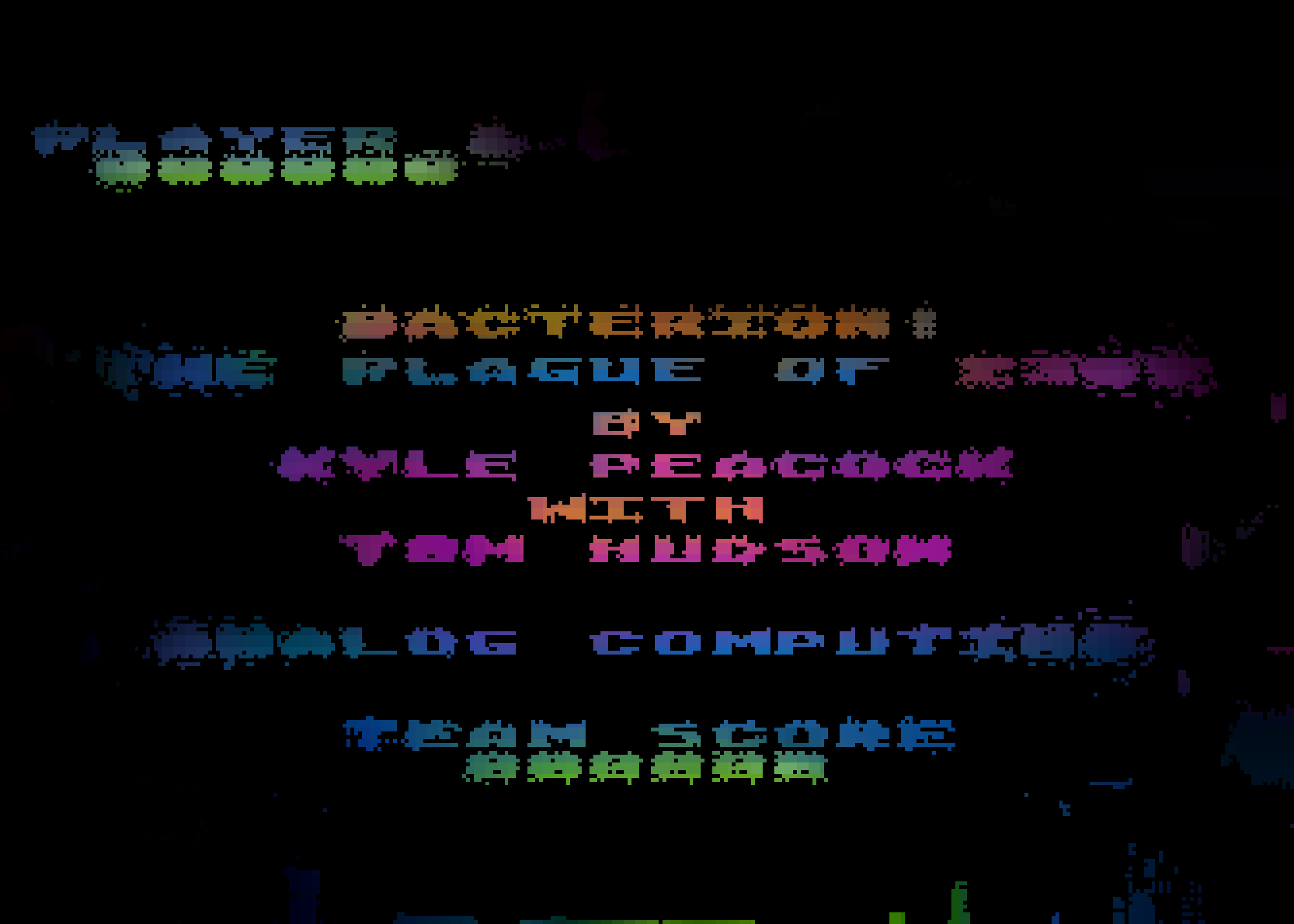

1- 000350
2- 000000
PHASE
01
HIGH SCORE
000350

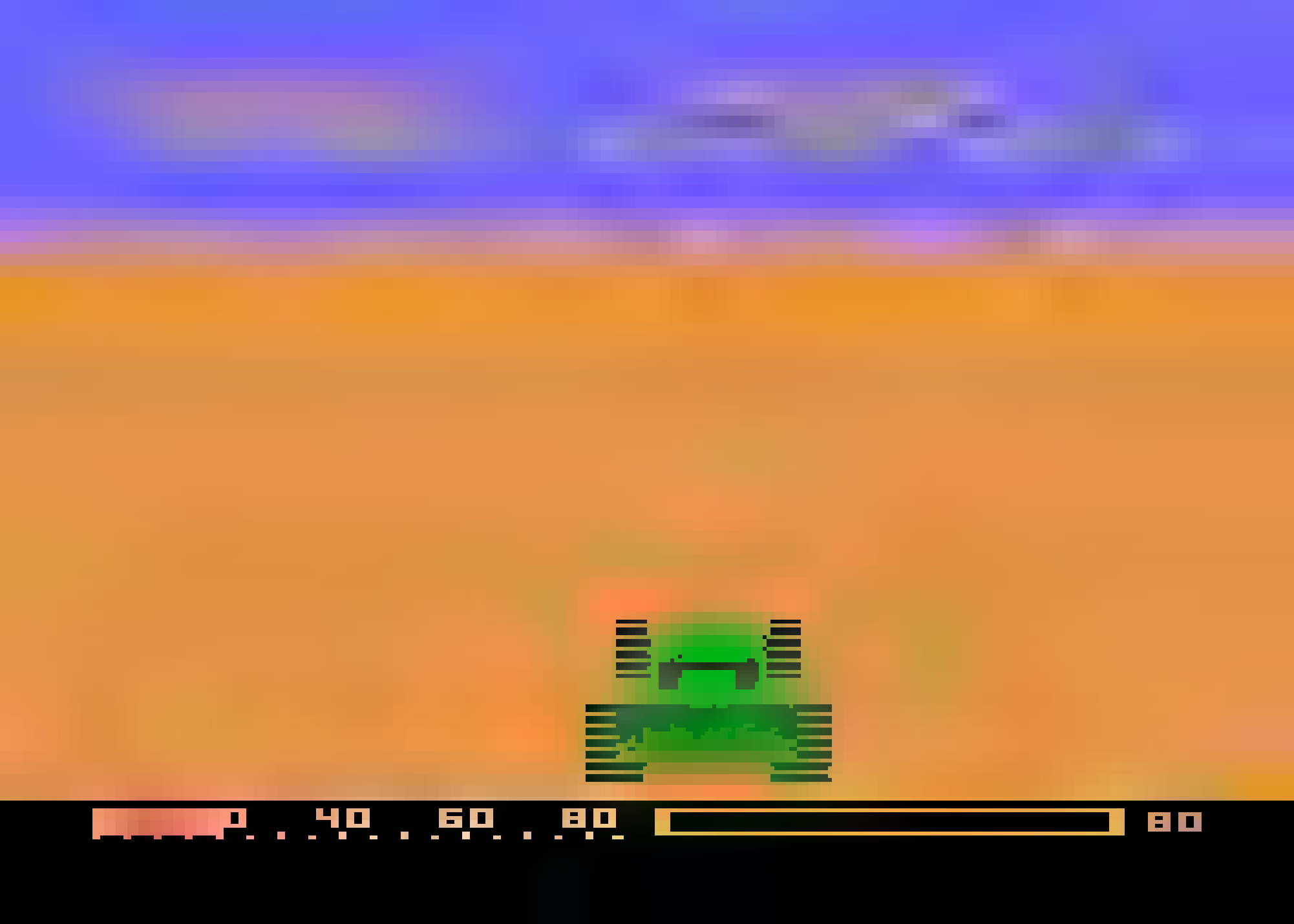

1-
2-
OPTION 1-PLAY
PHASE
01
HIGH SCORE


1- 002800
2- 000000
PHASE
02
HIGH SCORE
002800

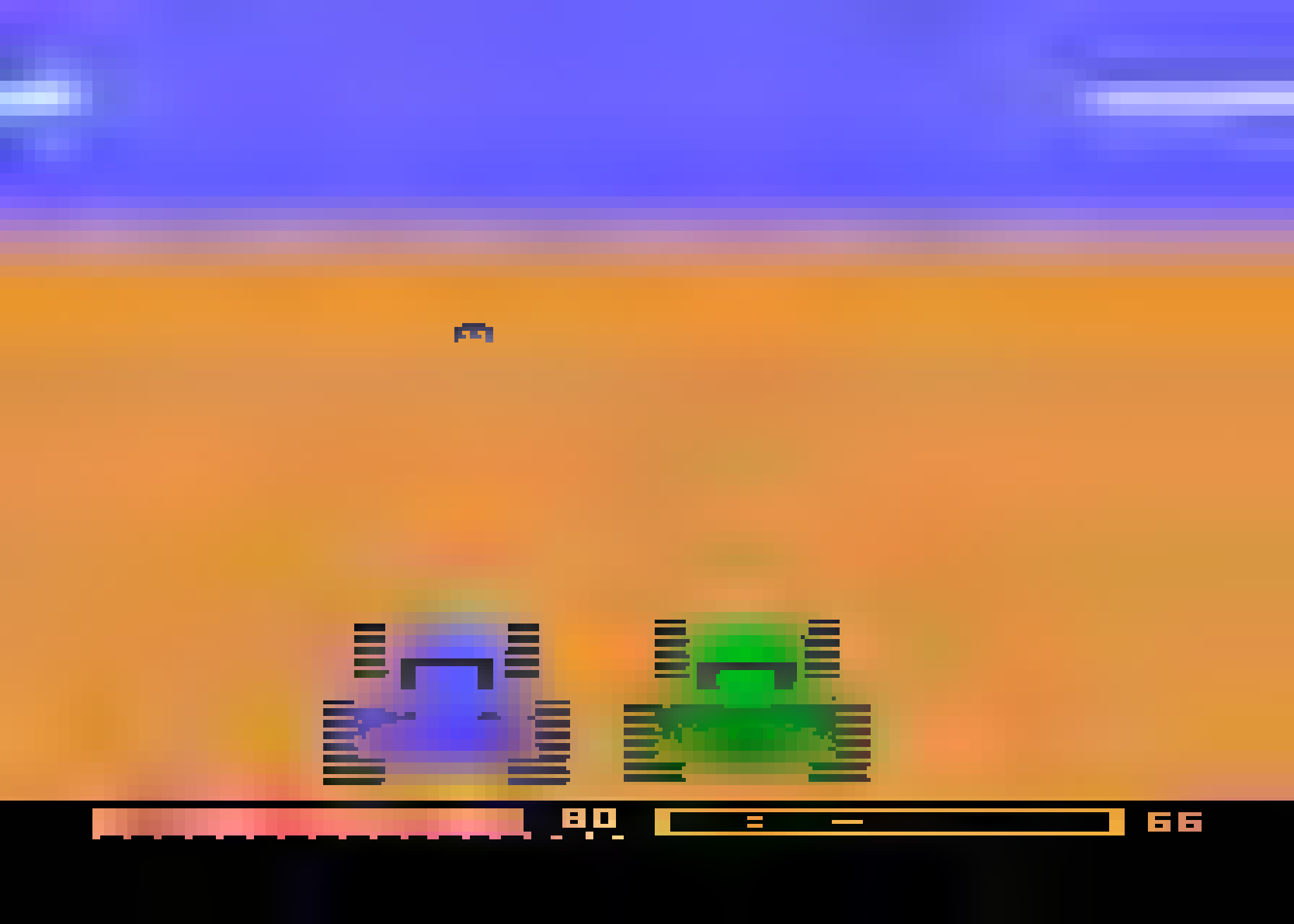

COSMI
PRESENTS
AZTEC CHALLENGE
by
Robert T. Bonifacio




BACTERIA:
THE PLAGUE OF 3000
BY
KYLE PEACOCK
WITH
TOM HUDSON
ZX81 COMPUTER
TEAM SCORE
0000000


0
40
60
80
80

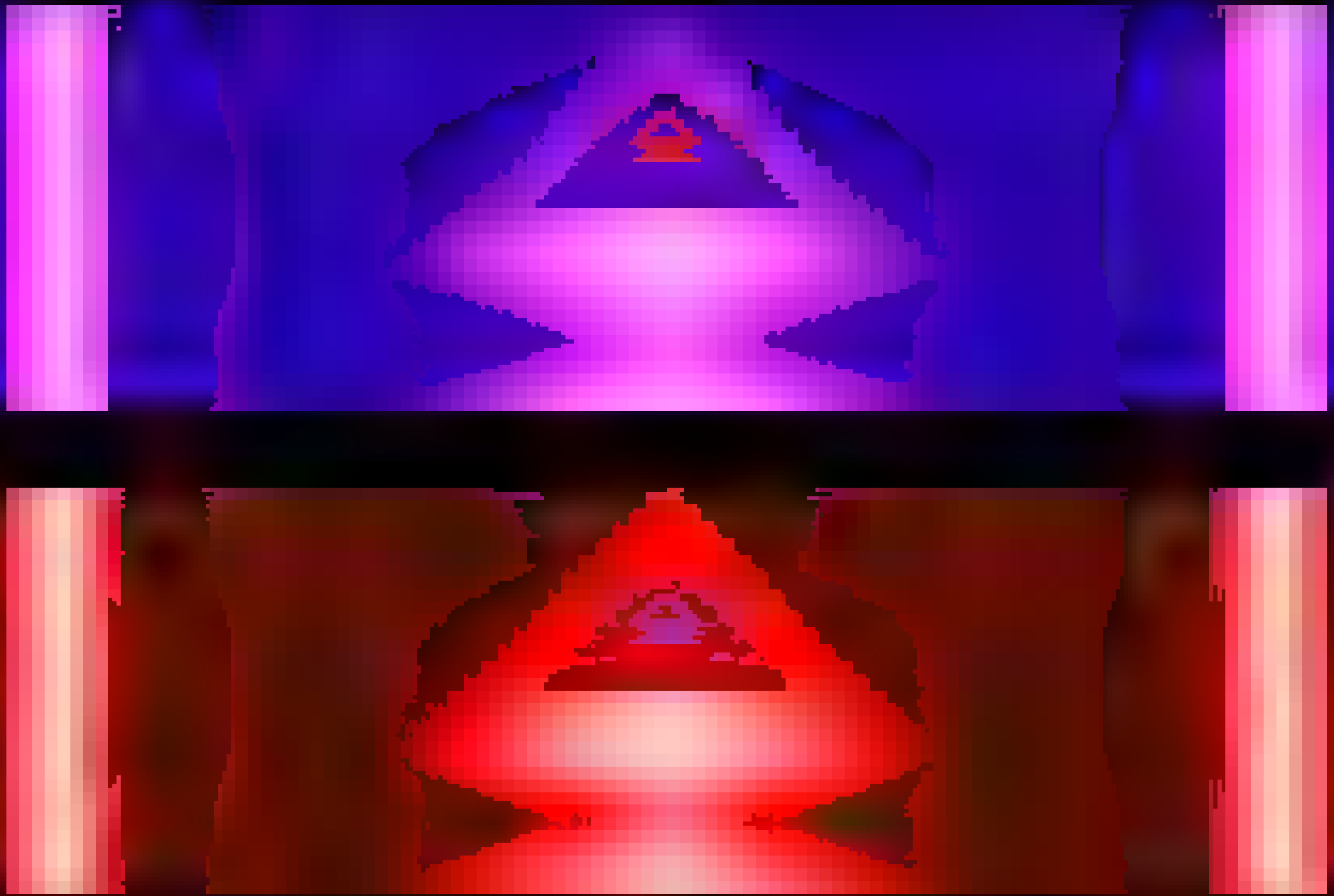

80
80

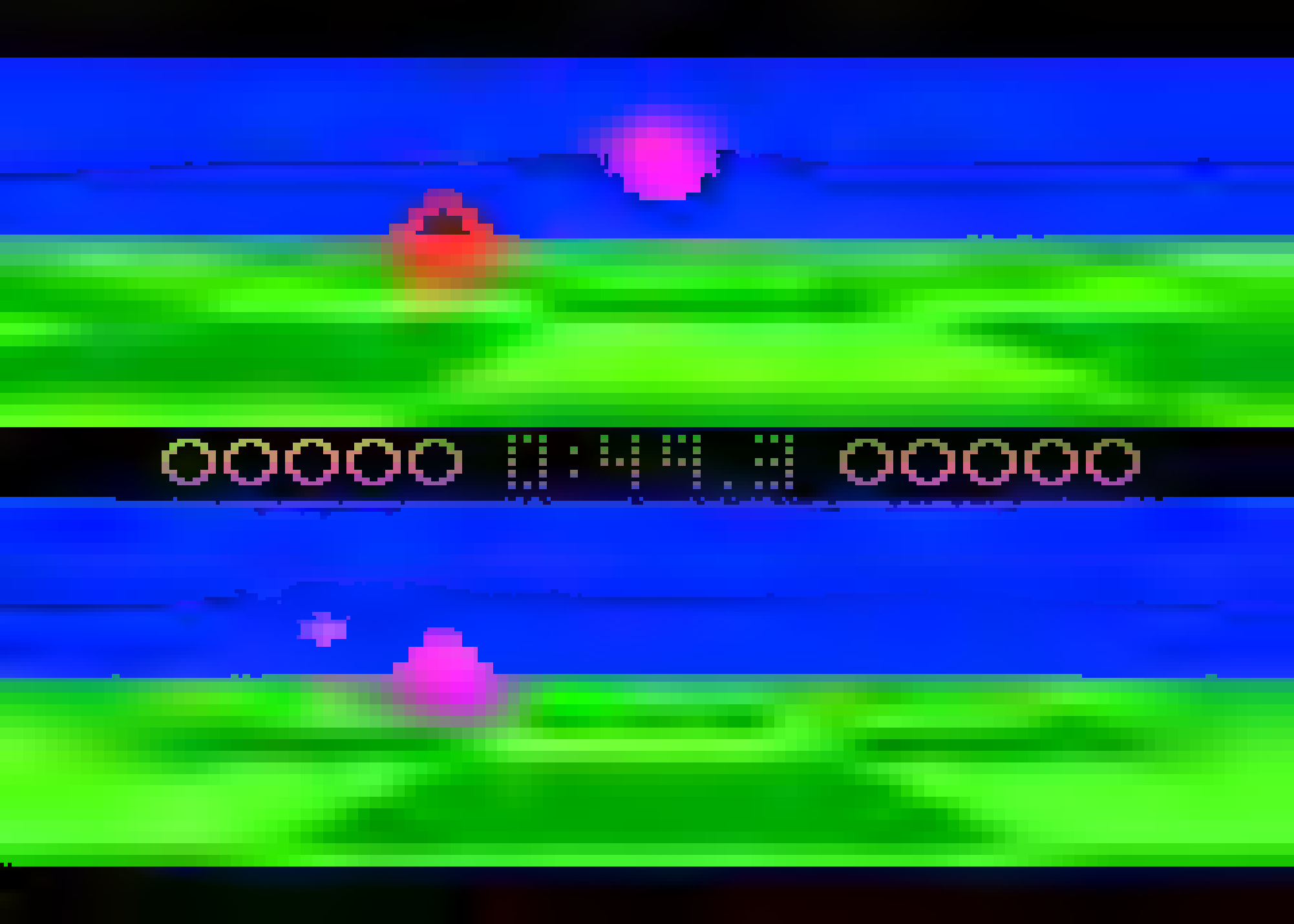

80
66

BUGGY SCOREBOARD

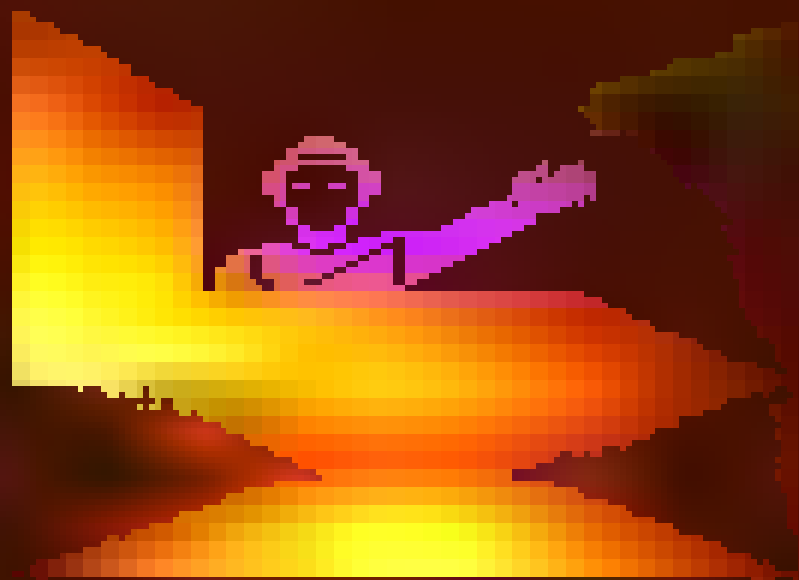
RANK	INITIALS	SPEED
	MARIO	
	PARNELLI	
	AJ CACTUS	
	DRU	
	ORR	
	???	

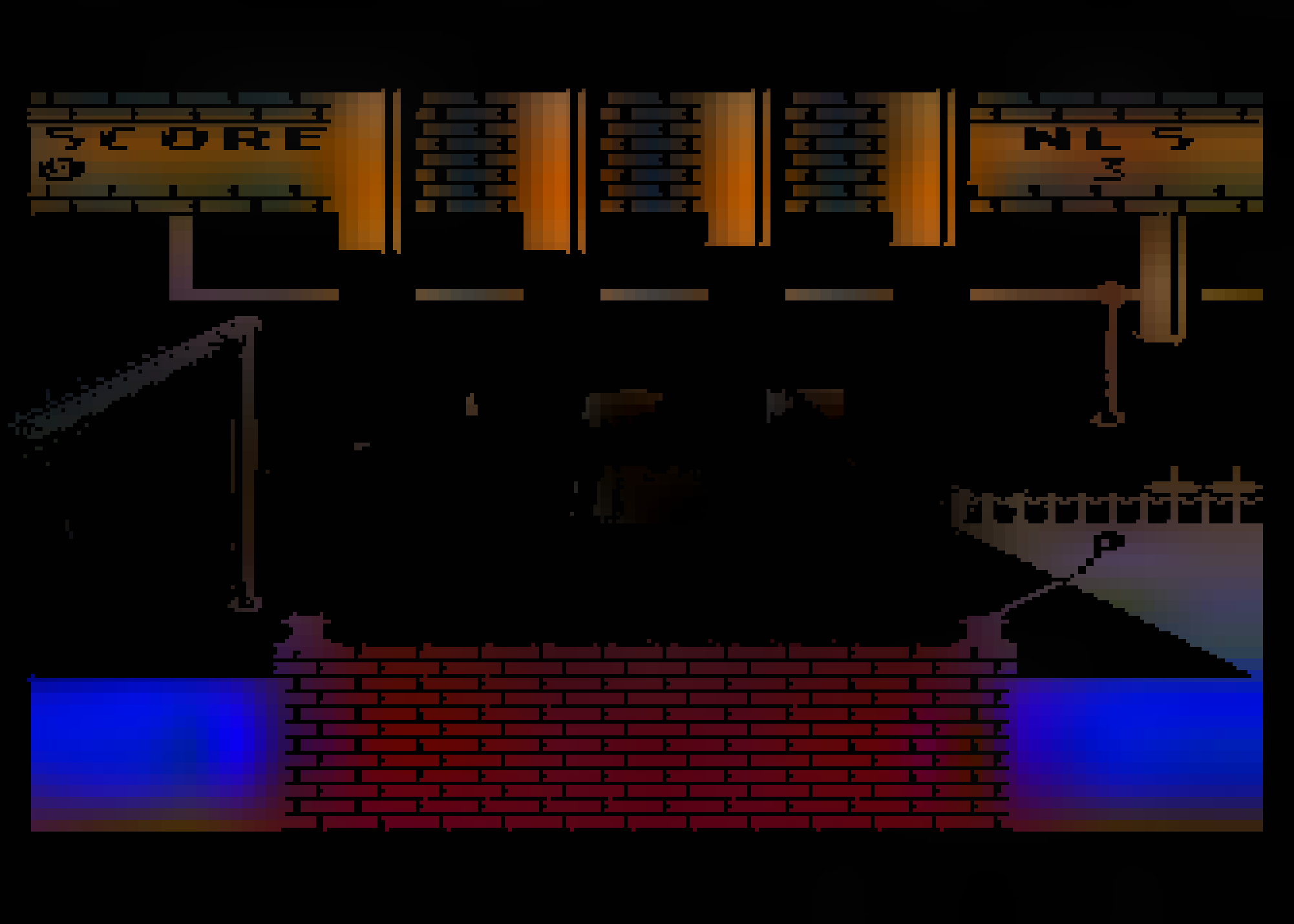

ballblazer

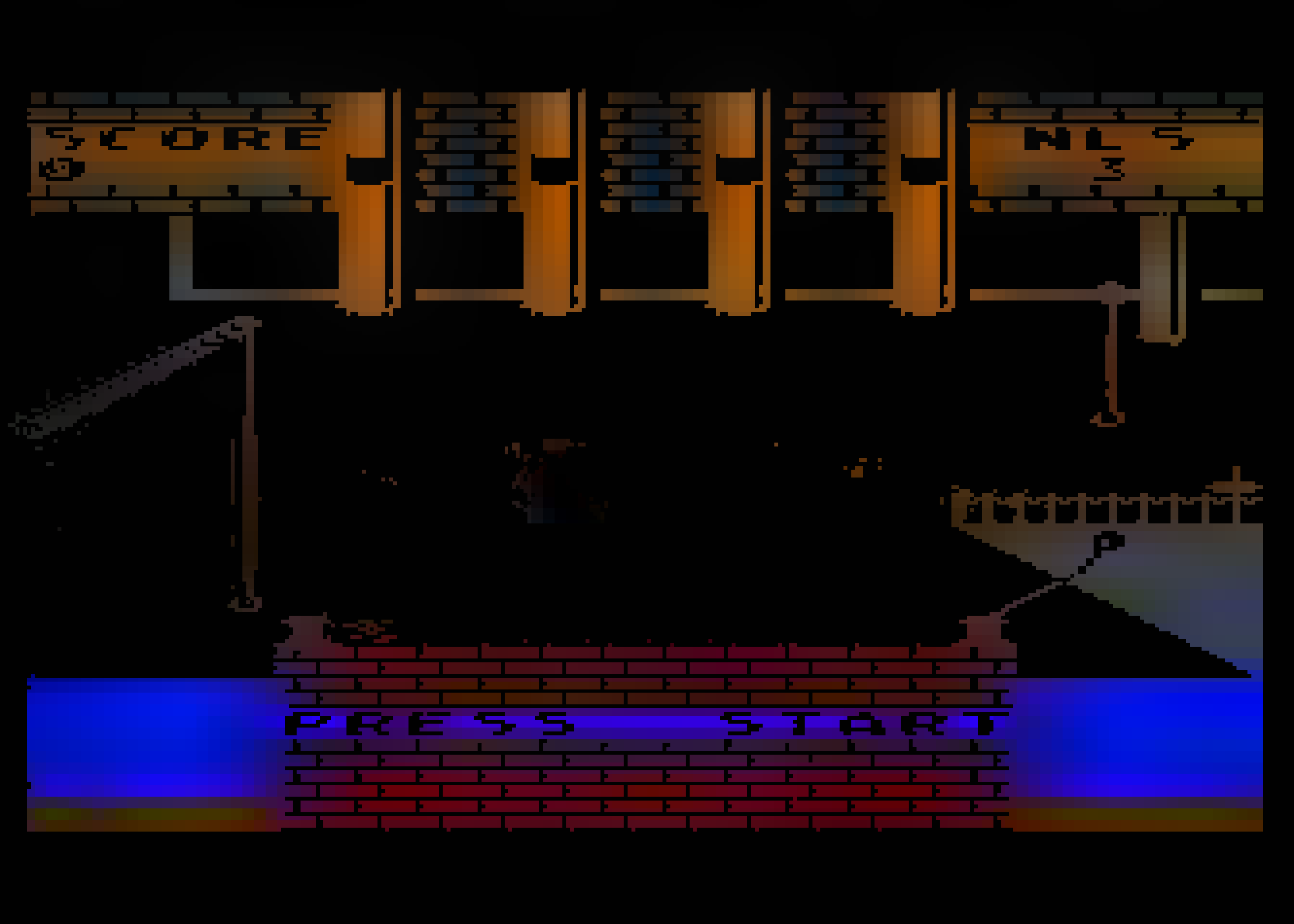




LUCASFILM GAMES

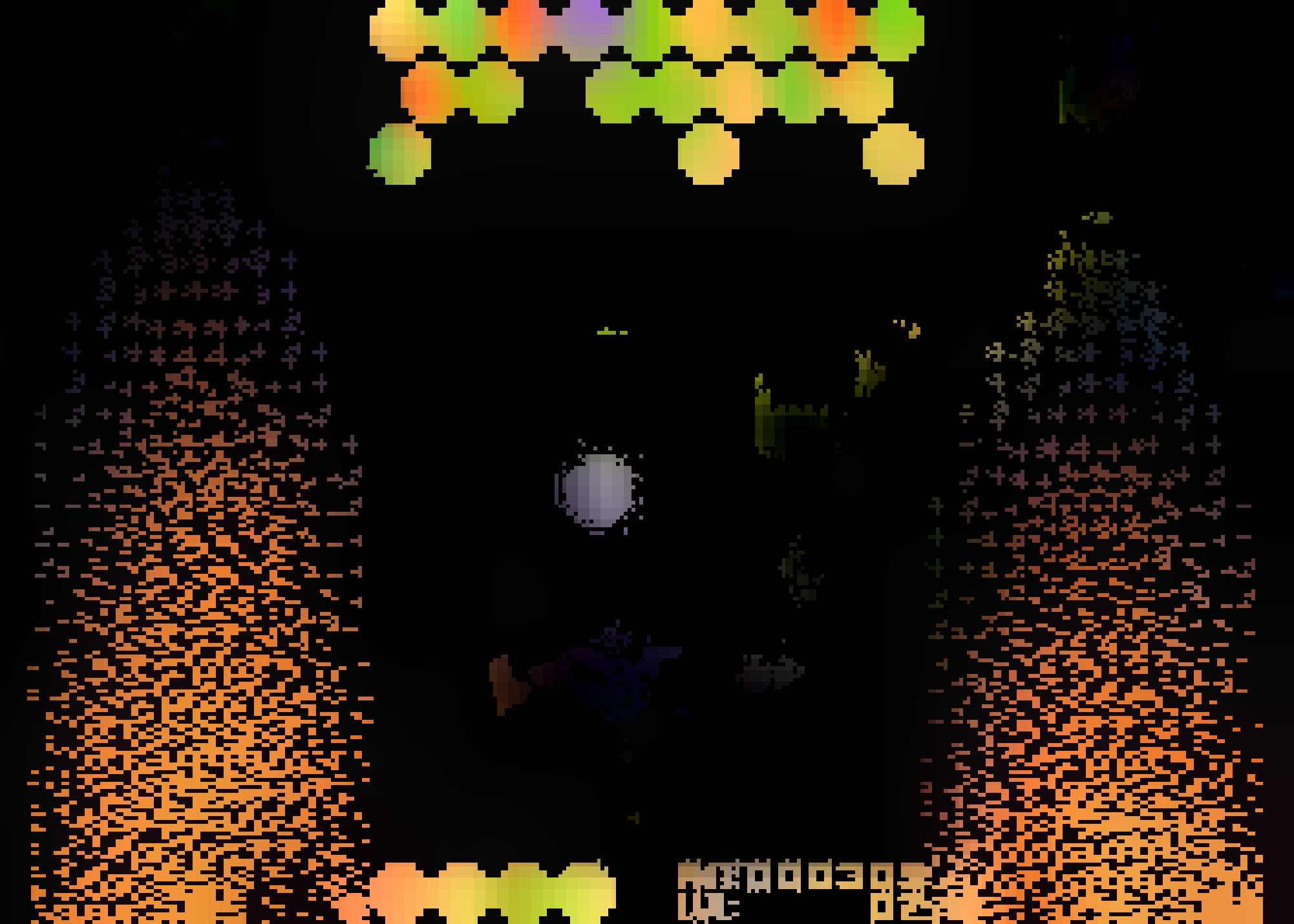



SCORE
0
MEN
3


SCORE
0
NLS
3
PRESS START


1
20


2
166





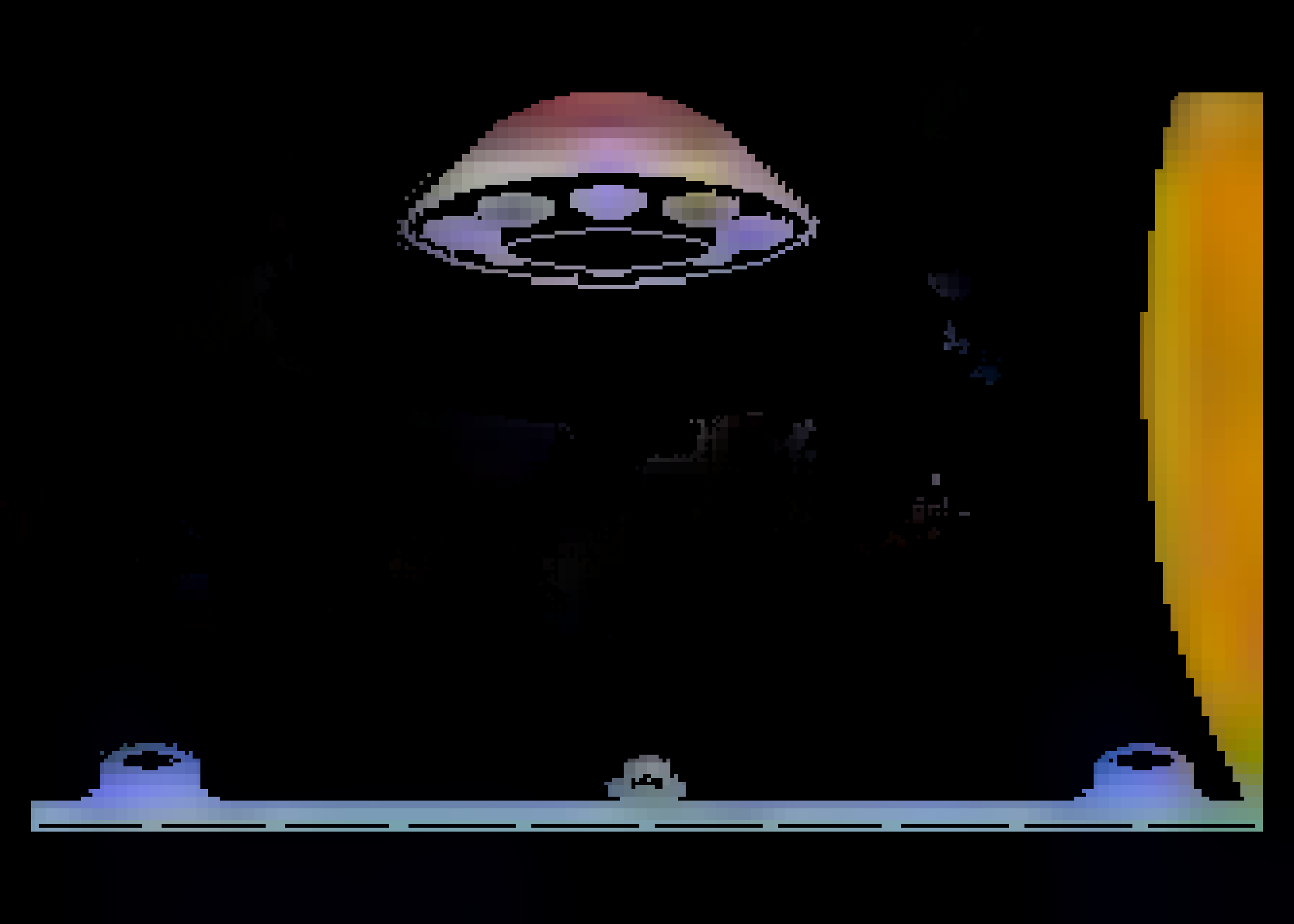

SCORE
0020
HIGH
0020

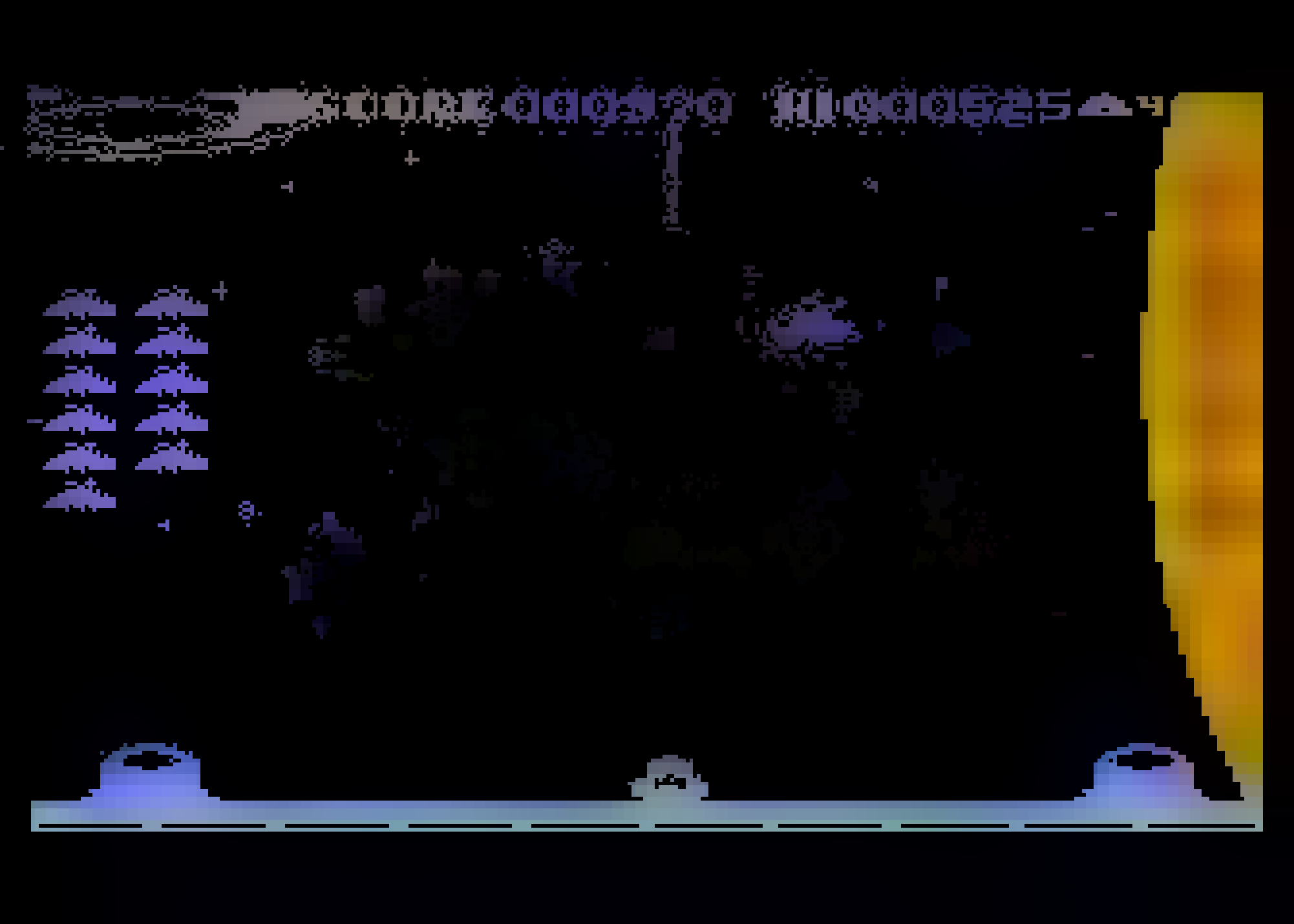
[redacted]

[redacted]

[redacted]

PHOTOSYNTHESIS
100
CARBON
200
PHOTOSYNTHESIS
100
RESPIRATION
100
RESPIRATION
150



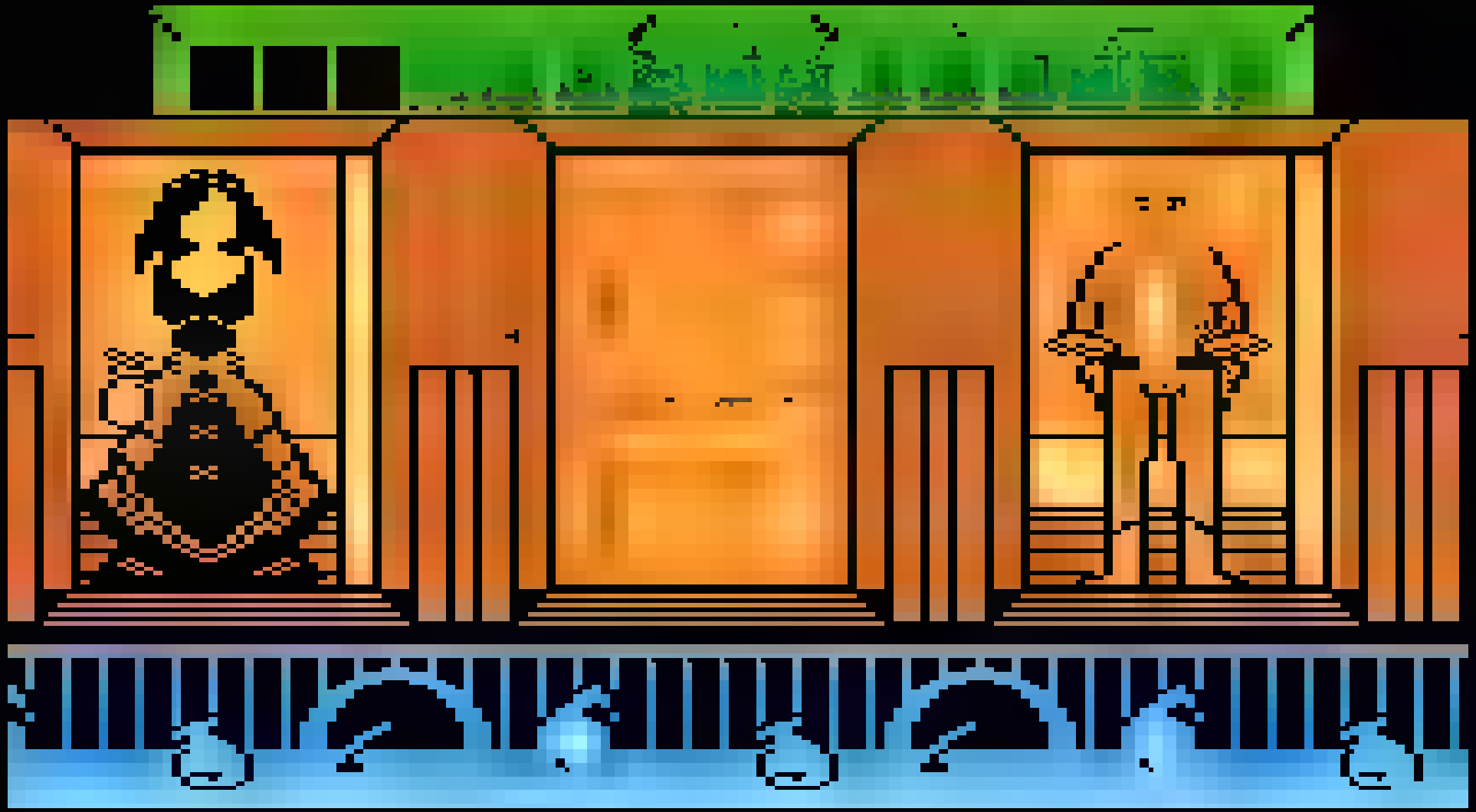





PRESENTS
BY
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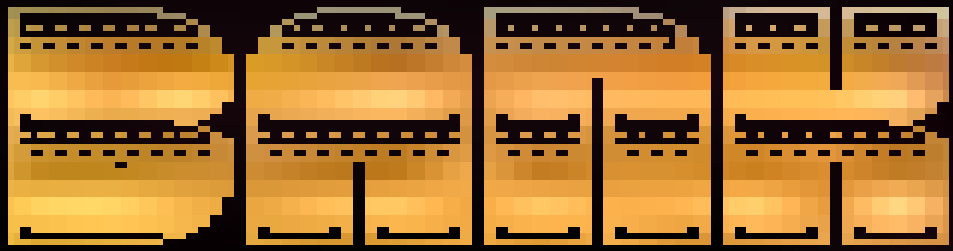


SCORE 000500 LIVES 03 LEVEL 01



SCORE 005700 LIVES 04 LEVEL 02

PRESENTUJE:





AUTOR - PAWEŁ KALINOWSKI

OCR SOFT

MUZYKA - JAKUB KOSEK

FIRE - START


COMMAND CENTER
COMMANDS
FIRE POSITRONS
FIRE MESONS
LAUNCH PROBE
MANUAL PILOT
AUTO PILOT
AUTO SHIELDS
REDISTRIBUTE
POWER STATUS
WEAPON ANALYSIS
VEGAN STATUS
SENSOR SCAN
PASS A TURN
NAVIGATION
AUTOMATIC
SEMI-AUTO
MANUAL
AUTO SHIELDS
ENGAGED
DISENGAGED
HEADING
SPEED
CREW
MESSAGE: LOCATION
VEGAN VESSEL OFF
SHIELD NUMBER:
DISTANCE


KRAKERS UNLIMITED
PRESENTS
BATTLE TREK™
CRACKED BY

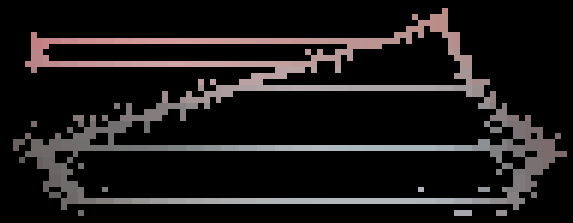




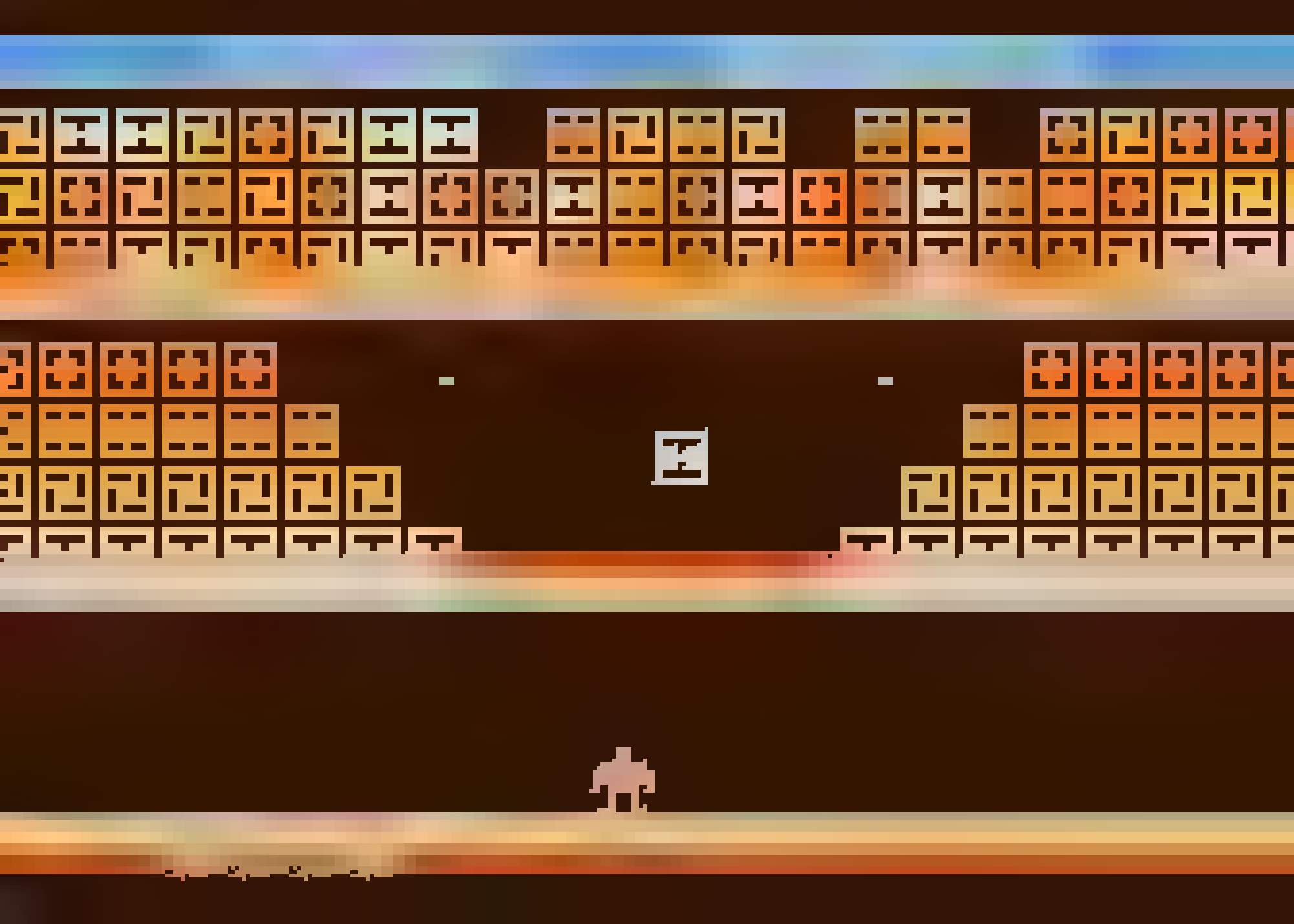
ATARI CORPORATION

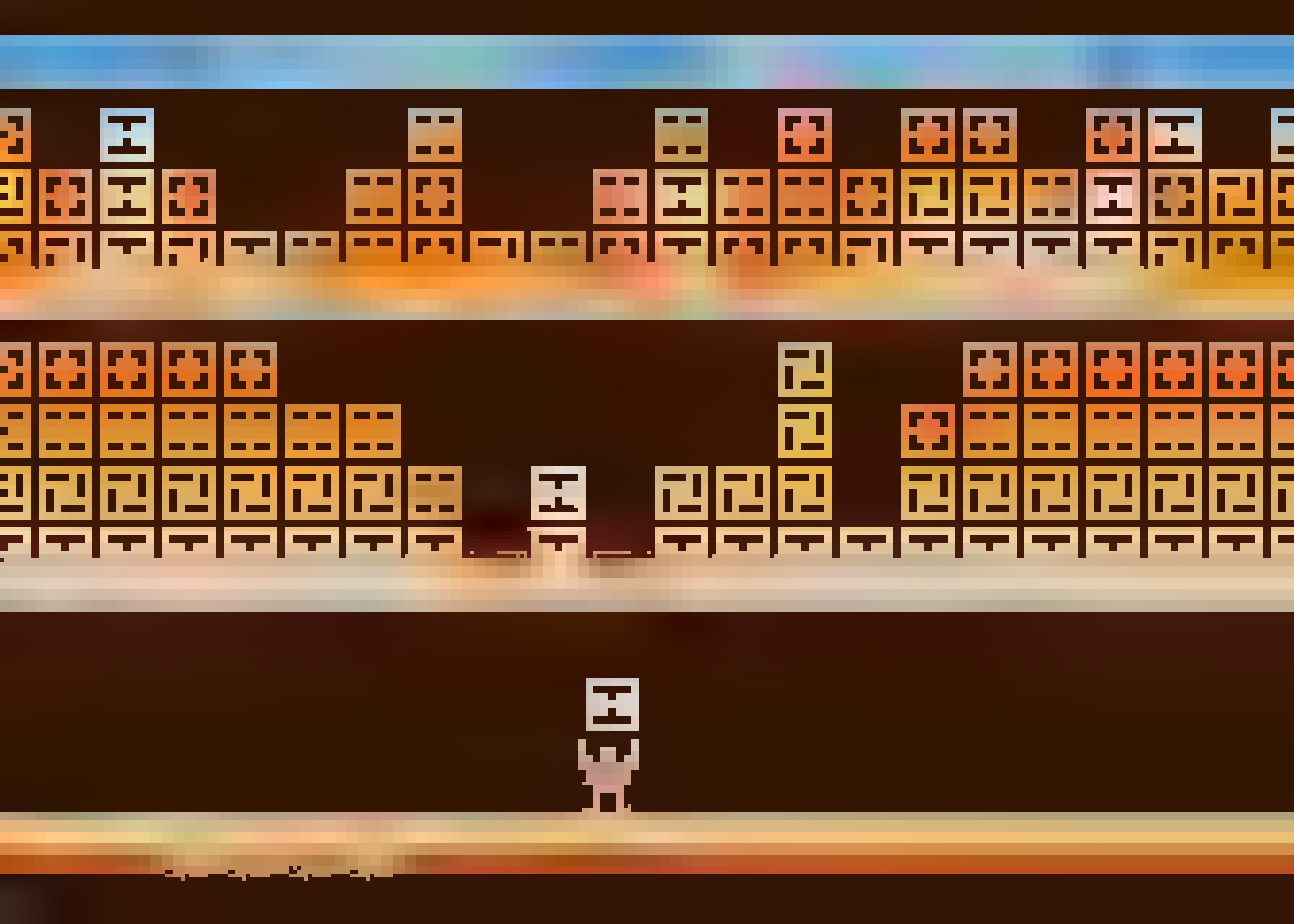
PRESENTS

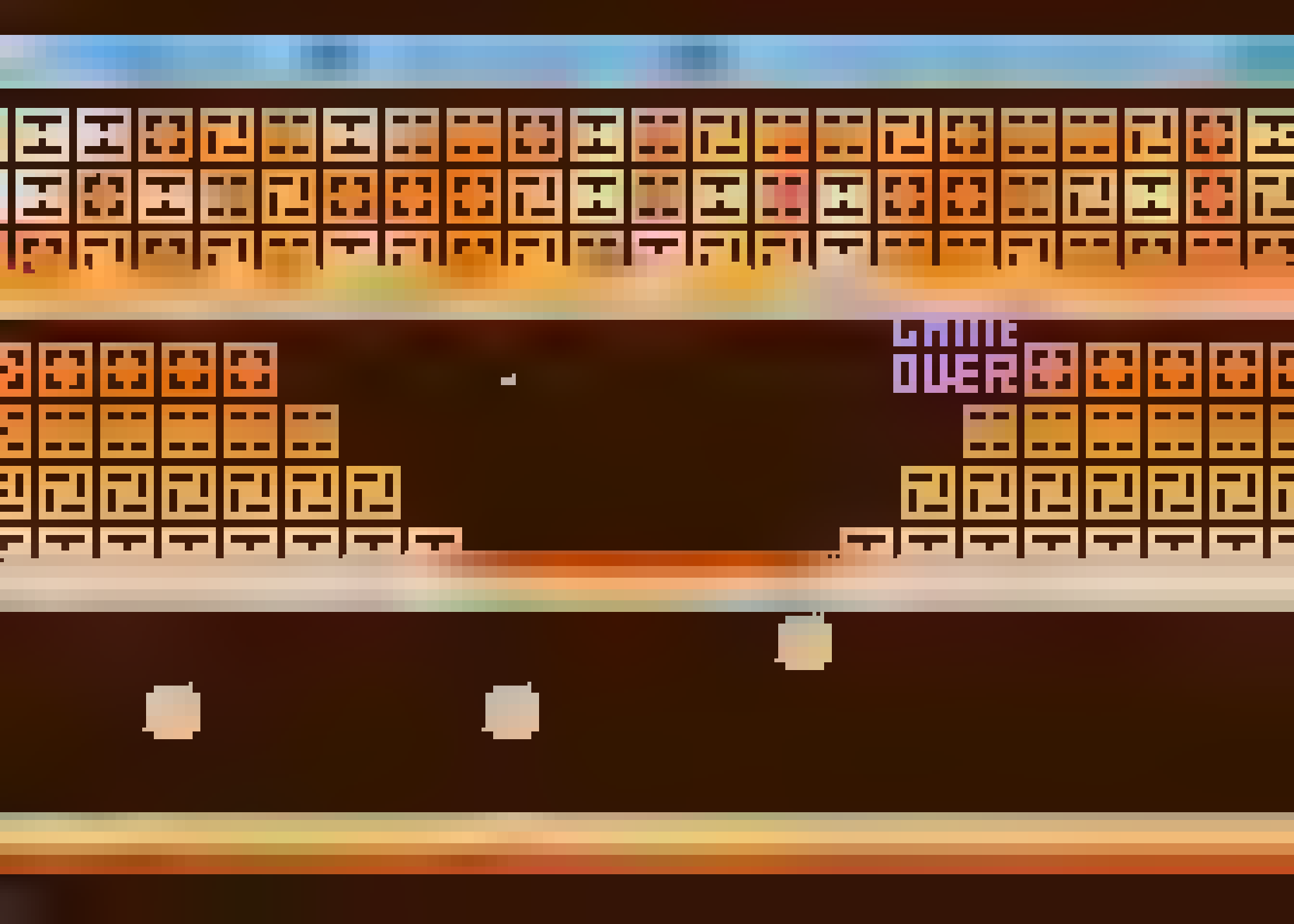
BATTLEZONE



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GAME
OVER


WHEELS SPEED SCORE HIGH-SCORE
PLAYER1 04 40 00030 000030
PLAYER2 00 00000

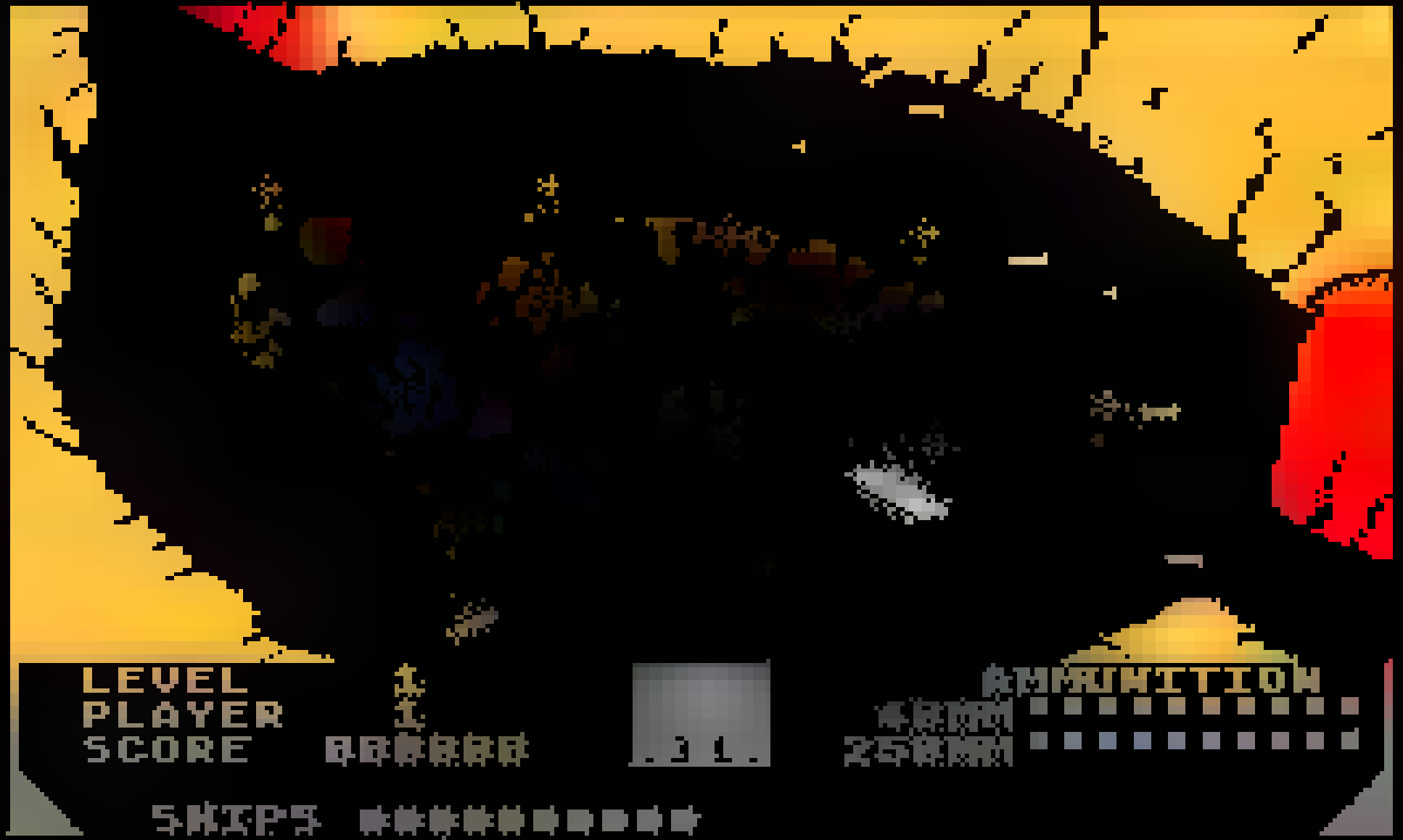

WHEELS SPEED SCORE HIGH-SCORE
PLAYER1 04 70 00430 000430
PLAYER2 00 00000



	WHEELS	SPEED	SCORE	HIGH-SCORE
PLAYER1	03	40	01150	001150
PLAYER2	00		00000	




LEVEL 1
PLAYER 1
SCORE 000000
AMMUNITION
40MM
250MM
SHIPS
AERIAL RECON

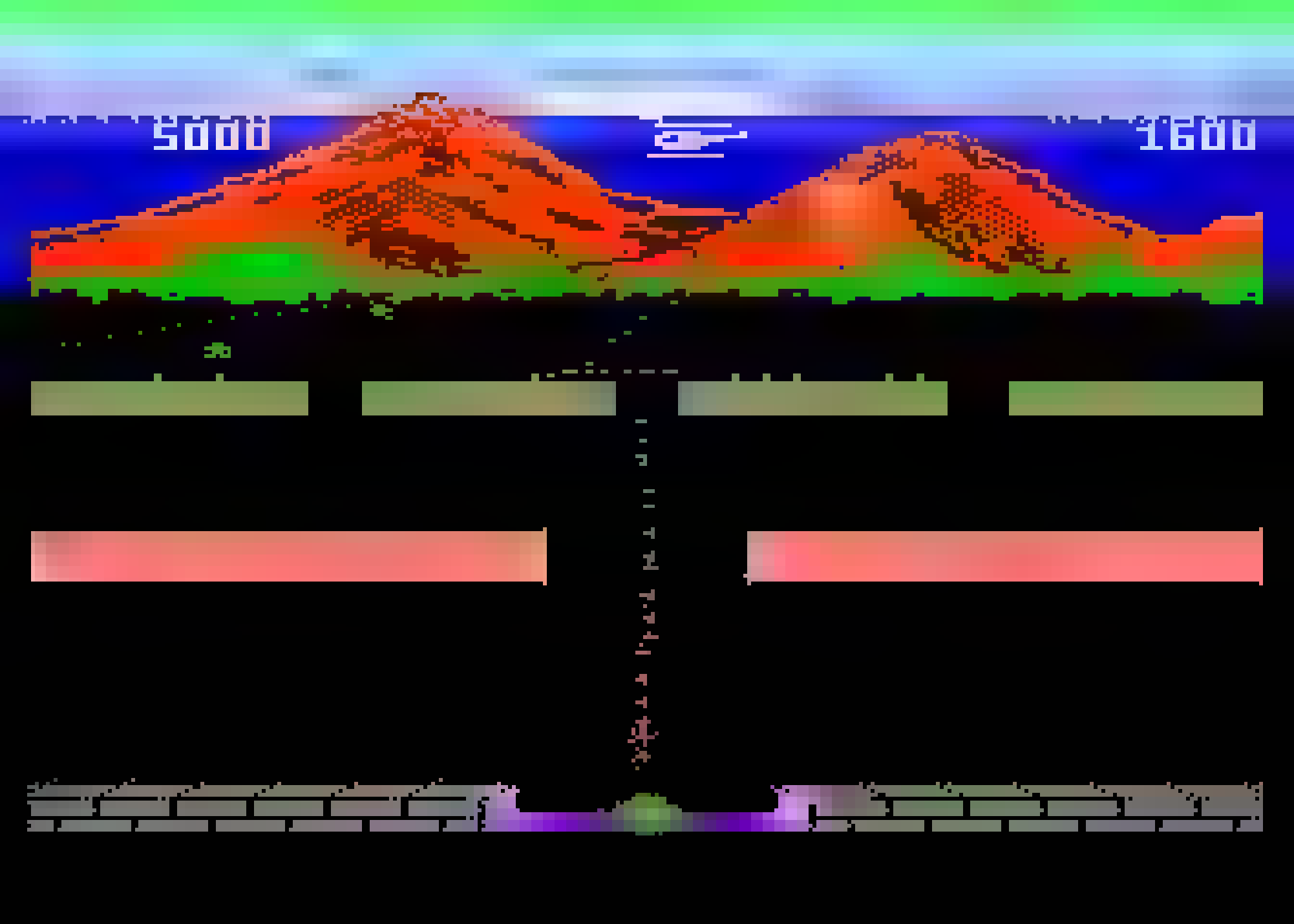

LEVEL 1
PLAYER 1
SCORE 000000
31
AMMUNITION
SHIPS

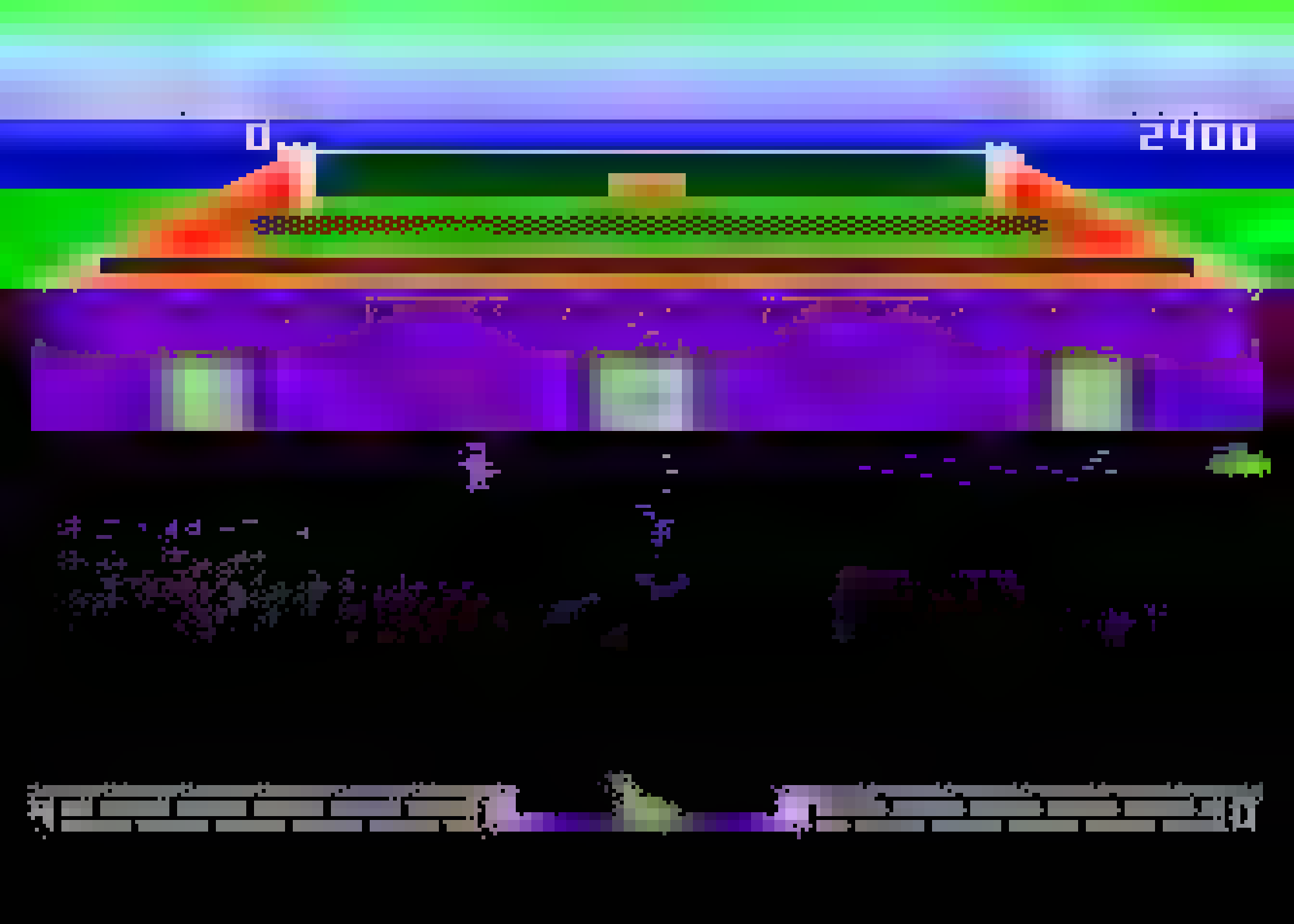

LEVEL 1
PLAYER 1
SCORE 000000
AMMUNITION
40MM
SHIPS
DAMAGE 00


LEVEL 1
PLAYER 1
SCORE 000000
AMMUNITION
250MM
65.0 DEG ELEV
SHIPS
04400 M LONG


LEVEL 1
PLAYER 1
SCORE 020000
AMMUNITION
104MM
TANKS


LEVEL 1
PLAYER 1
SCORE 0230800
AMMUNITION
104MM
TANKS


5000
1600


0
2400

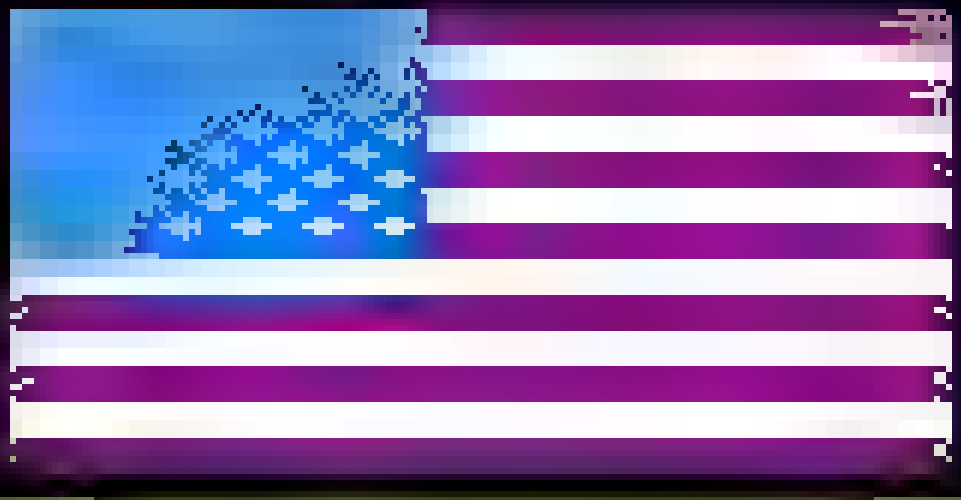



DICTATOR
0
ALLIES
4000
YOU
CAN'T
HURT
ME!

BEACH HEAD II

DICTATOR STRIKES BACK

DEVELOPED BY SCULPTURED SOFTWARE



DICTATOR 0

MEN 0

ALLIES 0

MEN 0

LEVEL 1 LEADER

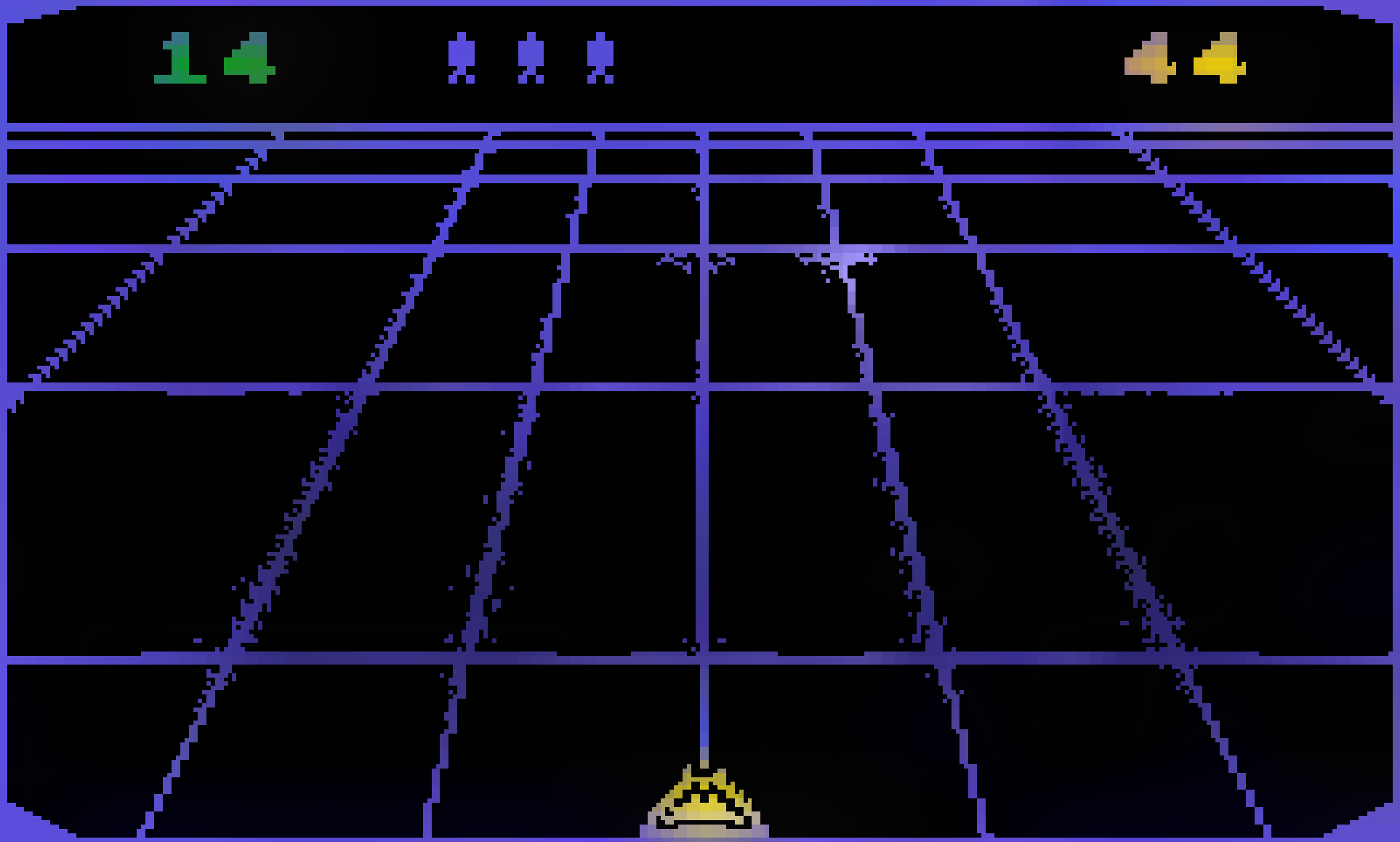


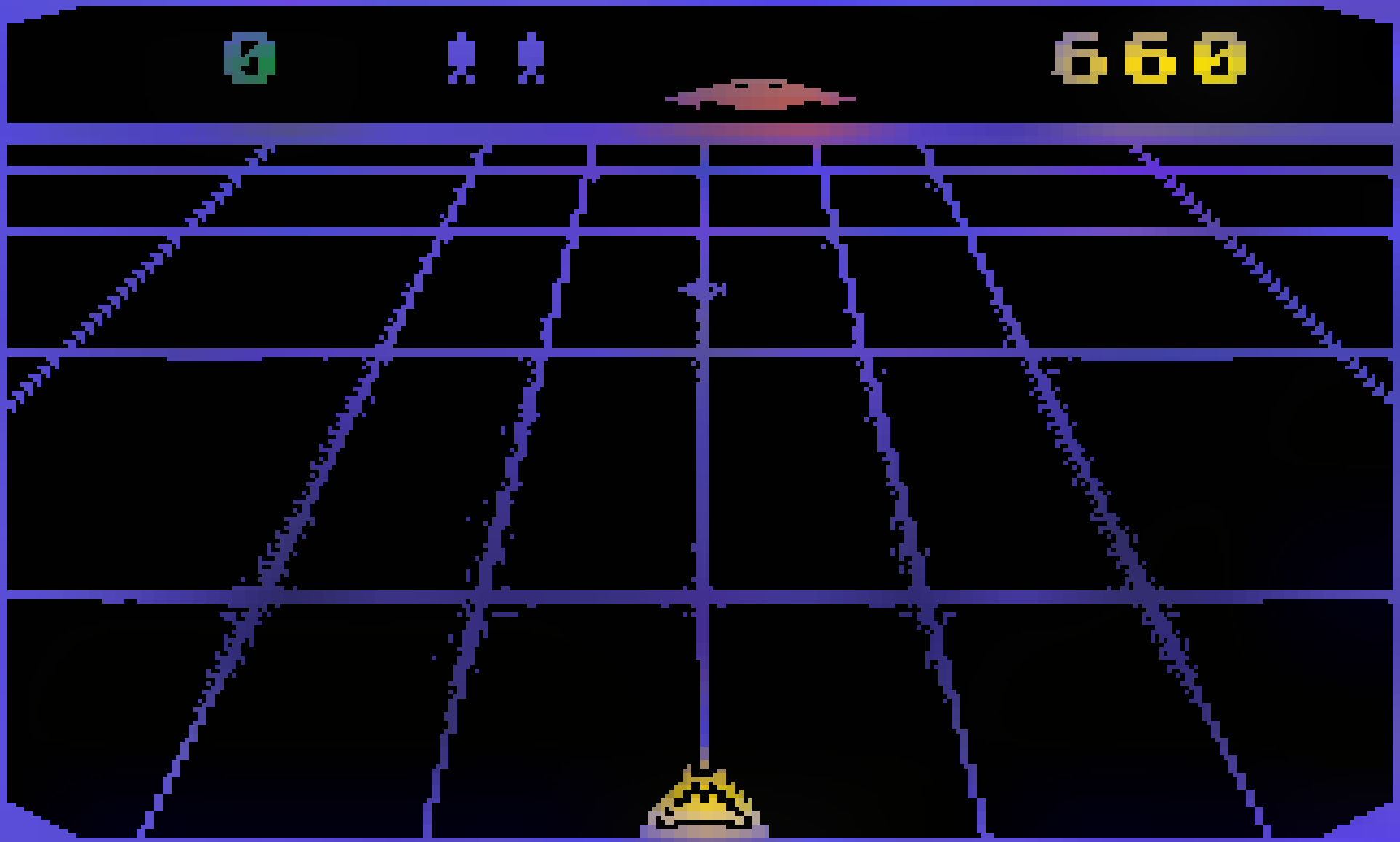
BEACH-HEAD

BY BRUCE CARVER & KEVIN HOMER

(C)1983 ACCESS SOFTWARE INC


15
Sector 1:
GO!


14
44


0
660


BEAMRIDER™

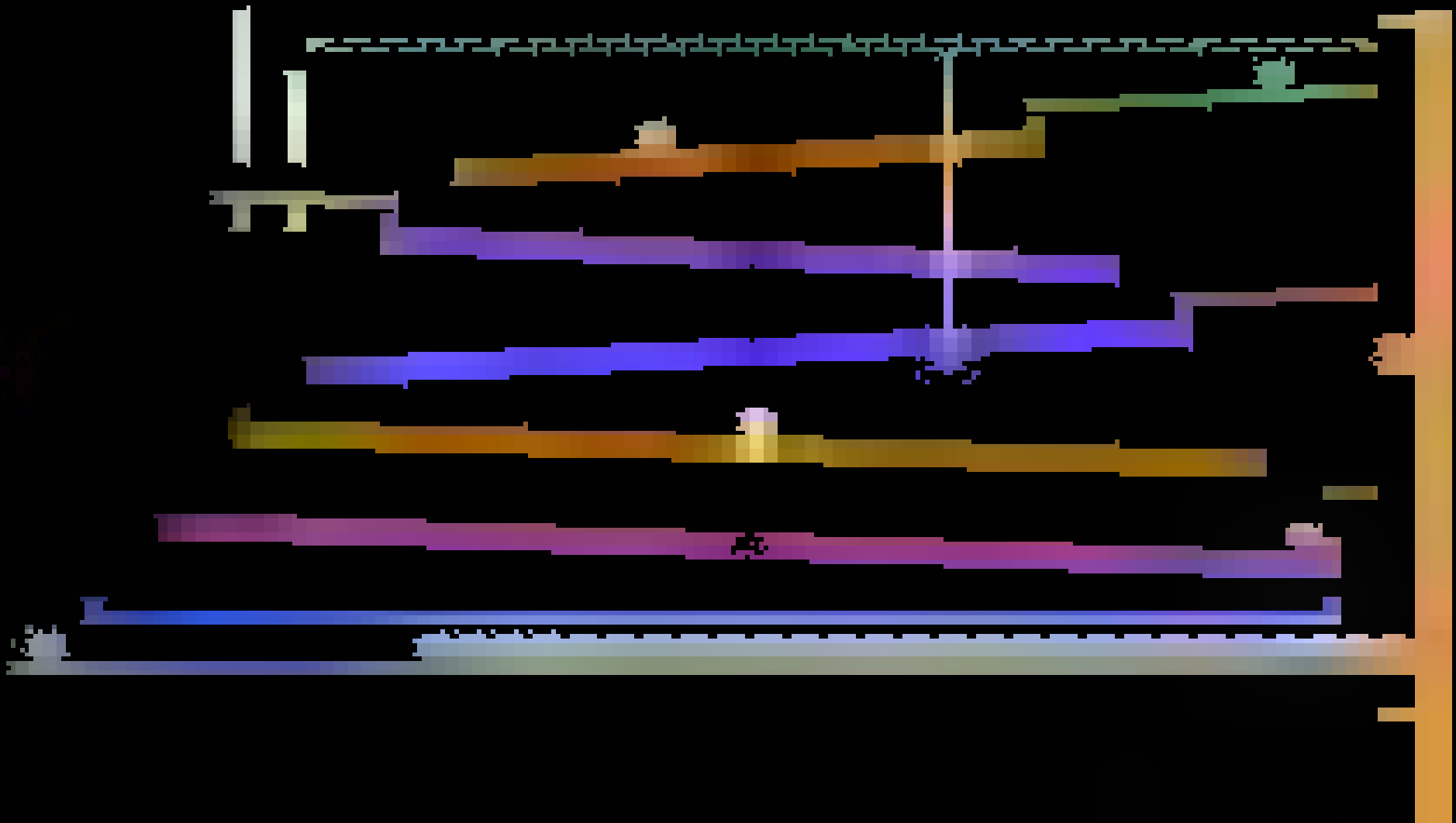
THE BEAM MACHINE

HIGH SCORE: 0000 THIS GAME: 0000
LEVEL: BEGINNER LAST BALL: 00
TIME 0:23 BONUS: 900



THE BEAM MACHINE

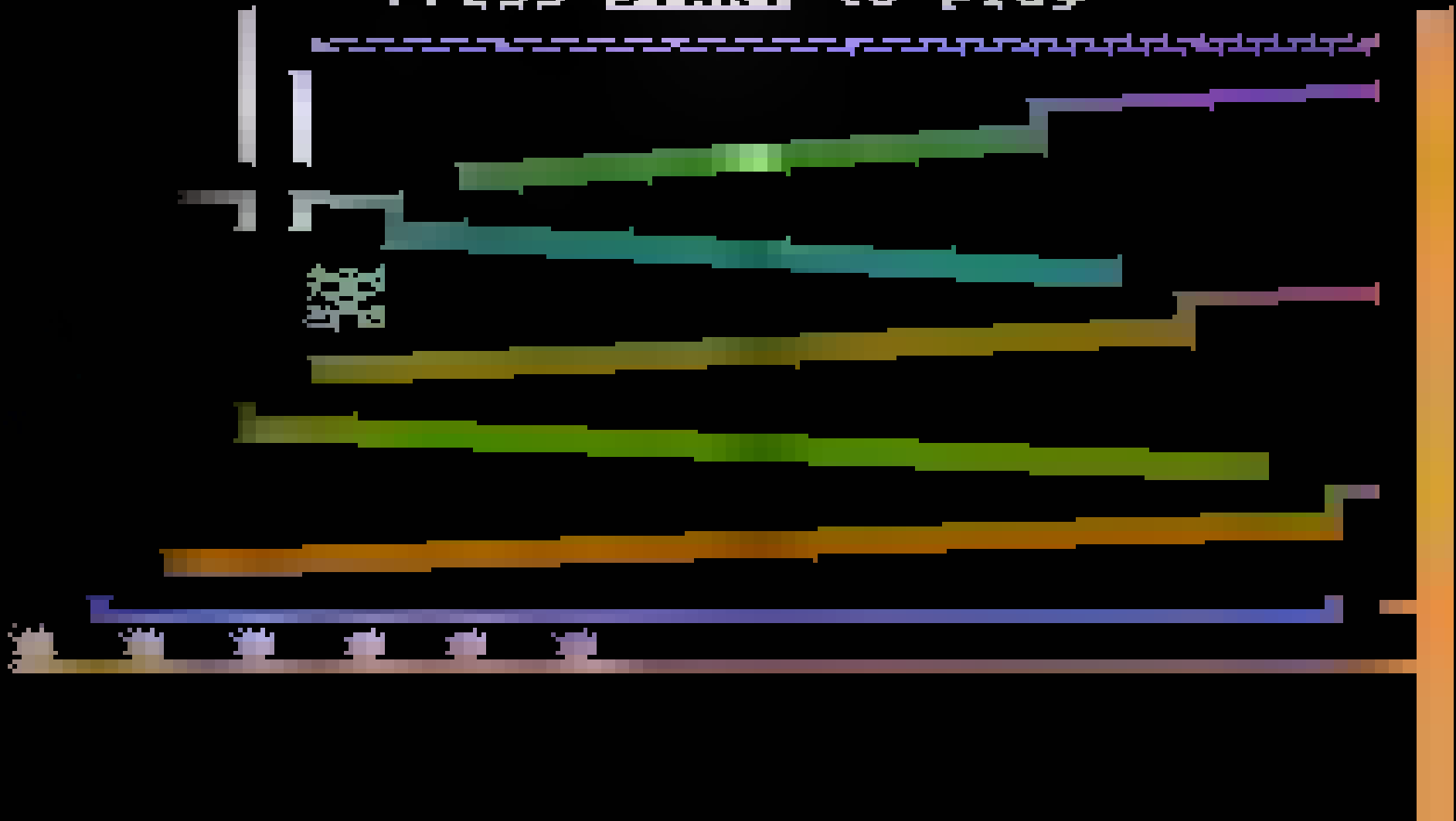
HIGH SCORE: 0000 THIS GAME: 0000
LEVEL: BEGINNER LAST BALL: 00
TIME 0:41 BONUS: 900

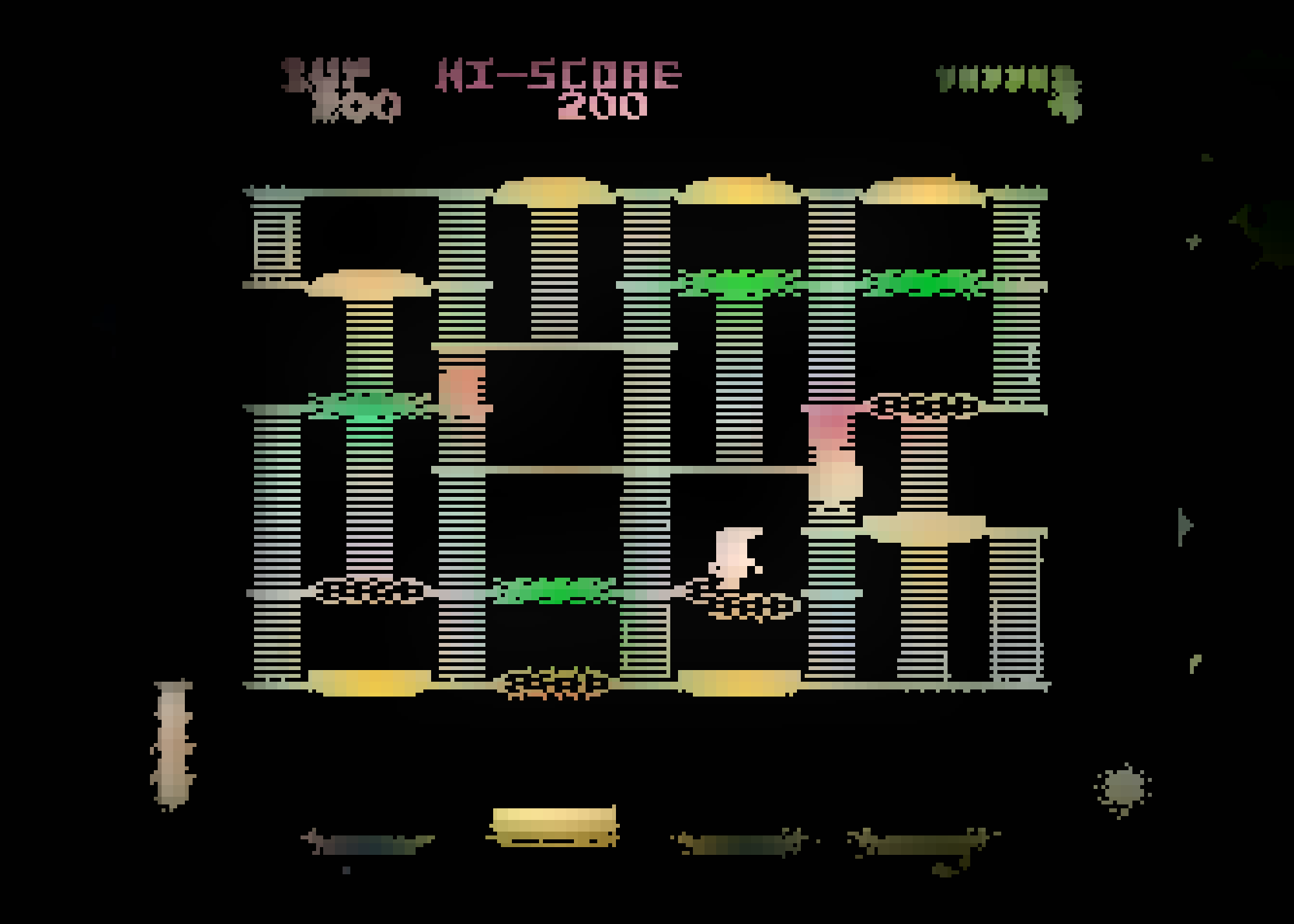


THE BEAN MACHINE

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Press OPTION for instructions
Press START to play




HI-SCORE
200

1UP 0 HI-SCORE 0



BEST FIVE PLAYERS

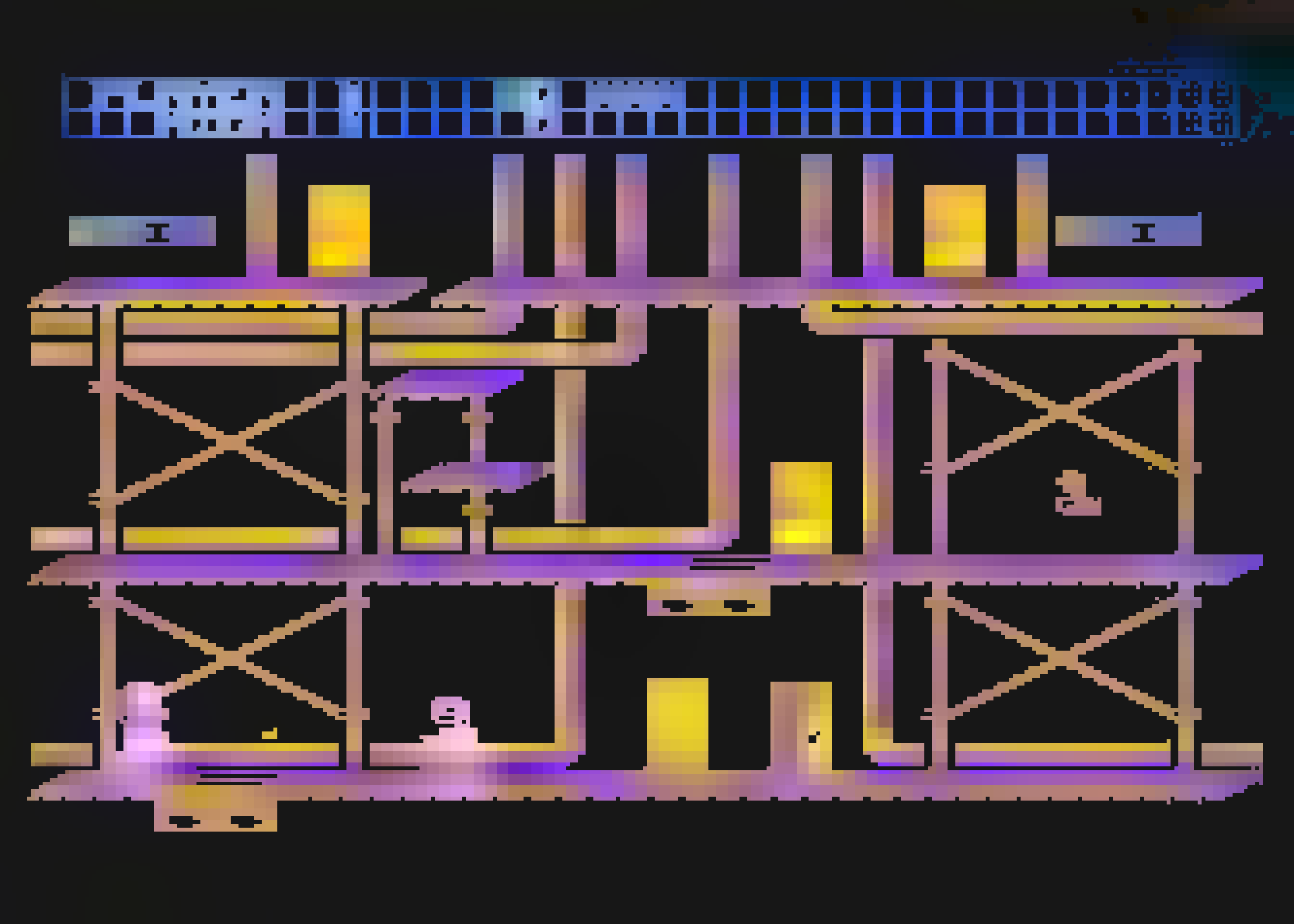
1	REG	0 PTS
2	REG	0 PTS
3	REG	0 PTS
4	DMK	0 PTS
5	REG	0 PTS

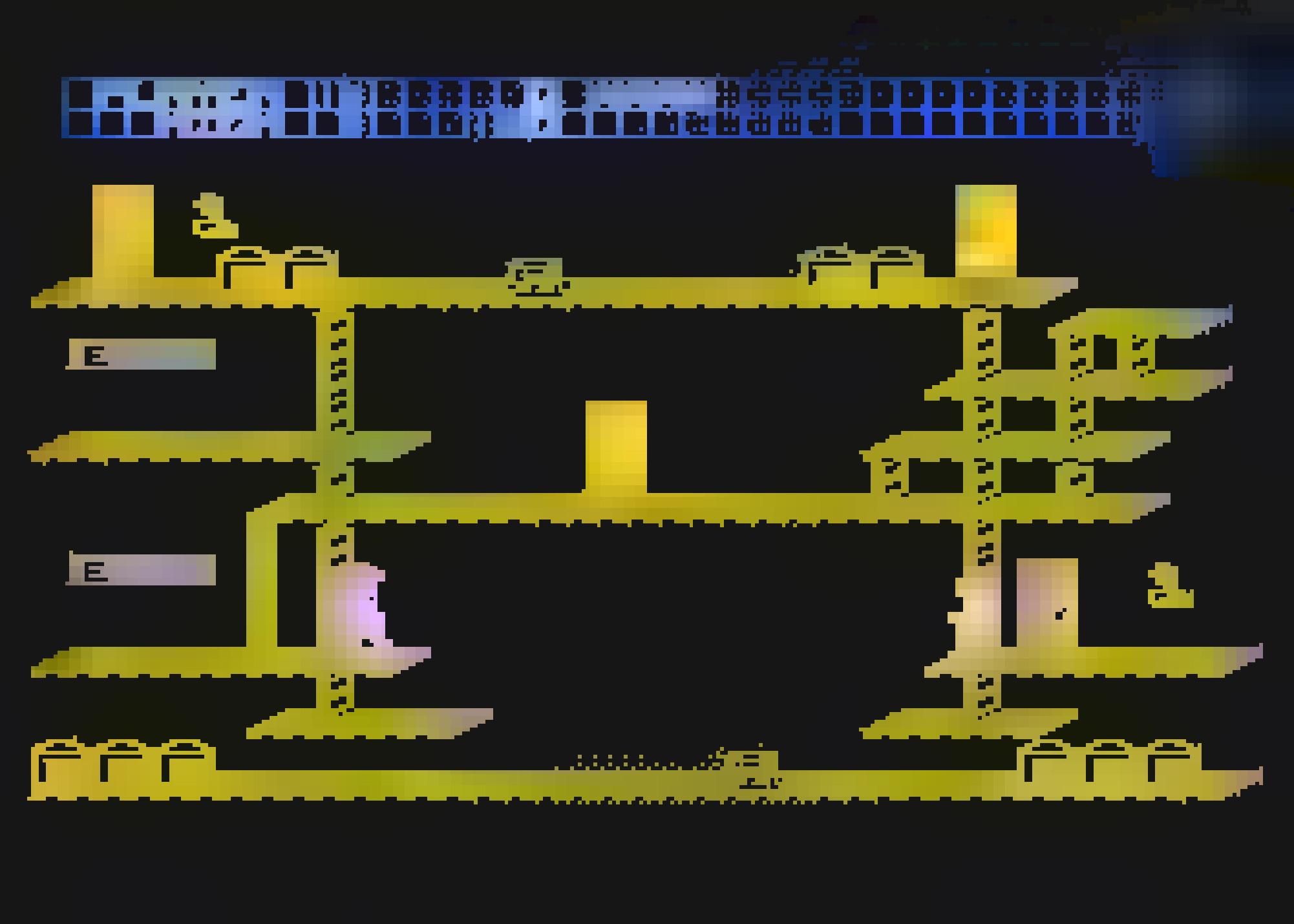
OPTION: Normal

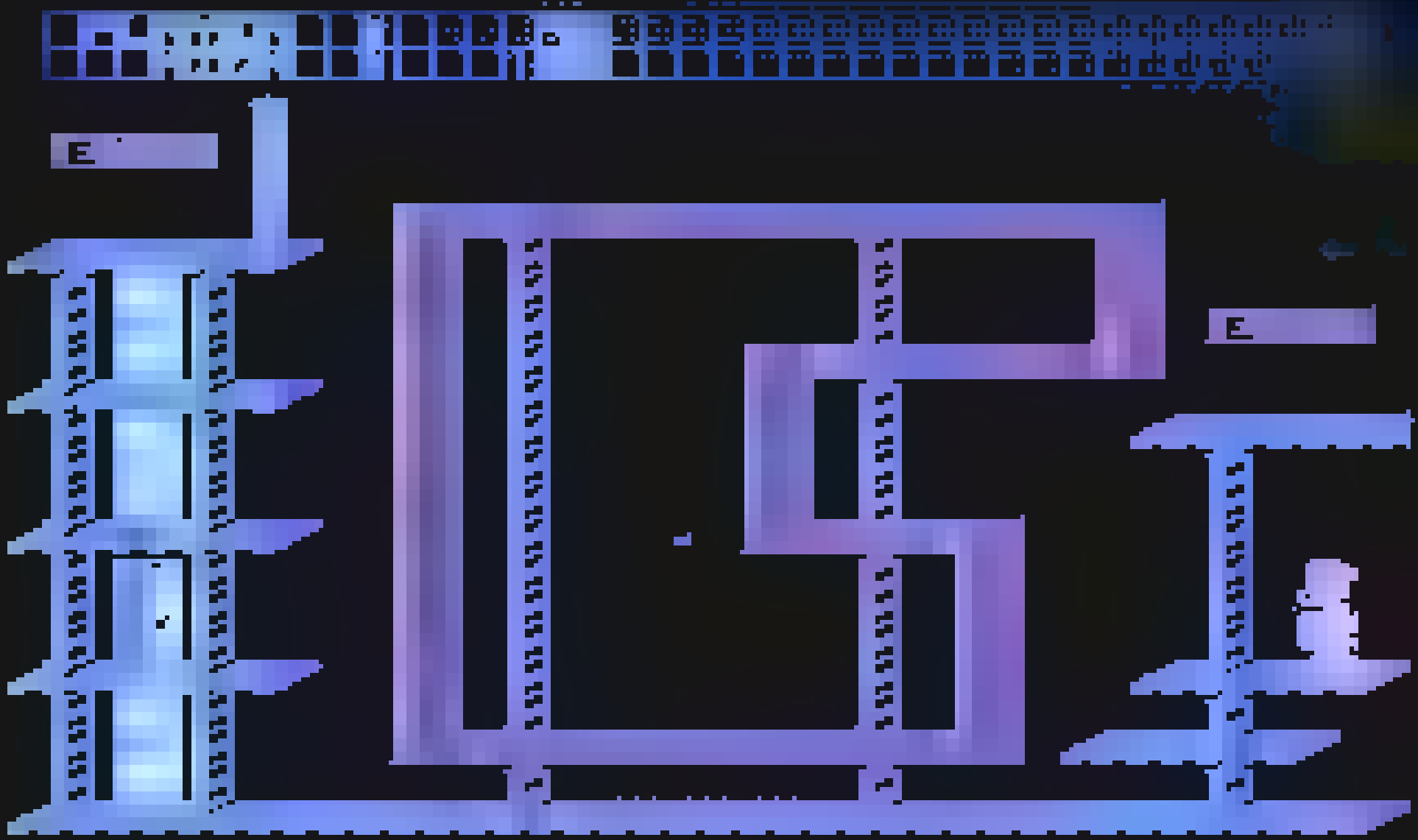
SELECT: 1-Player
1-Stick

DEMO VERSION Feb 22 05
©2005 Ken Siders


BREW BIZ!






E
E

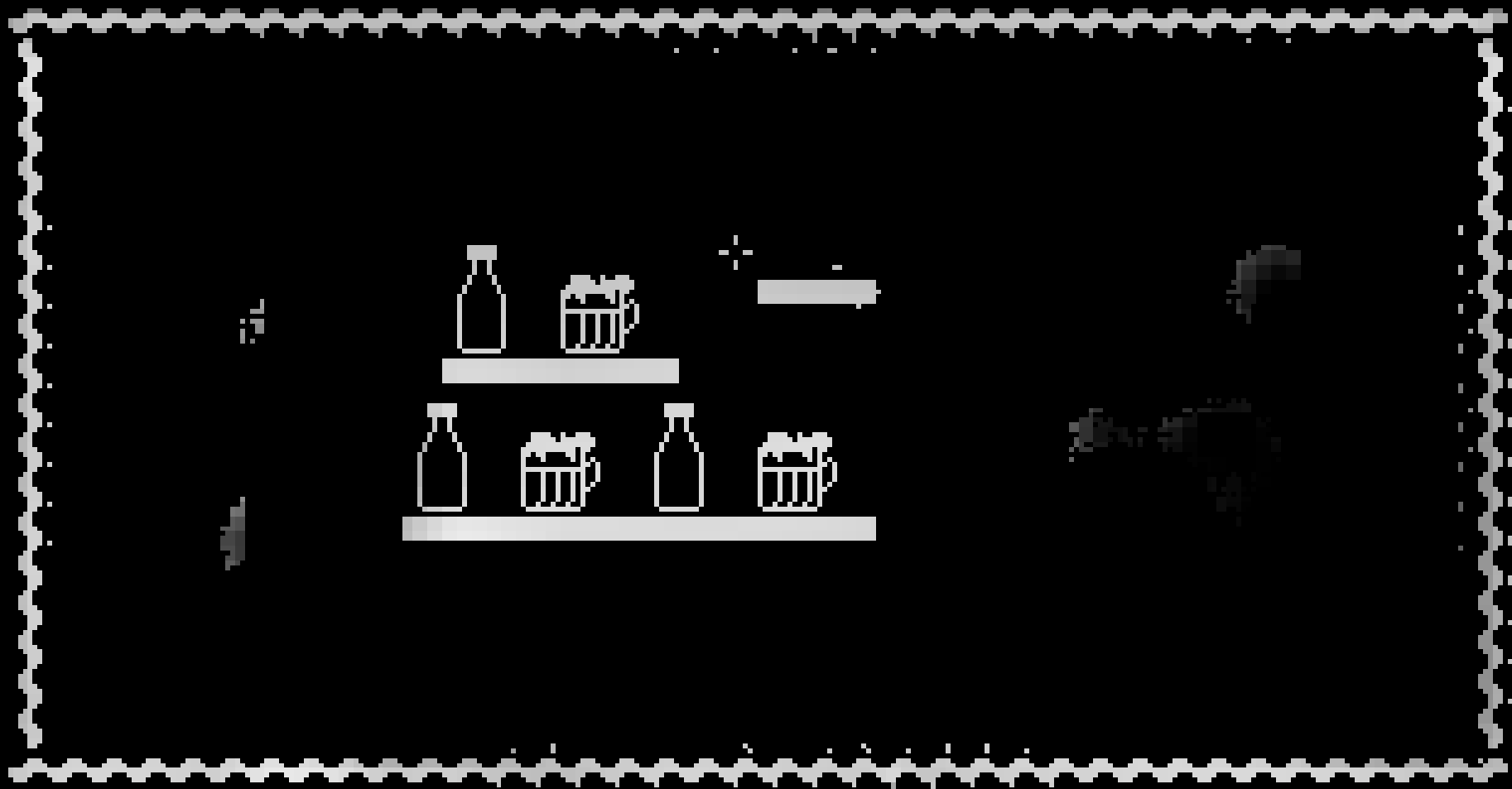
AMERICAN EAGLE PRESENTS

BEER BELLY BURT IN



1 Player

PRESS START



SCORE:50

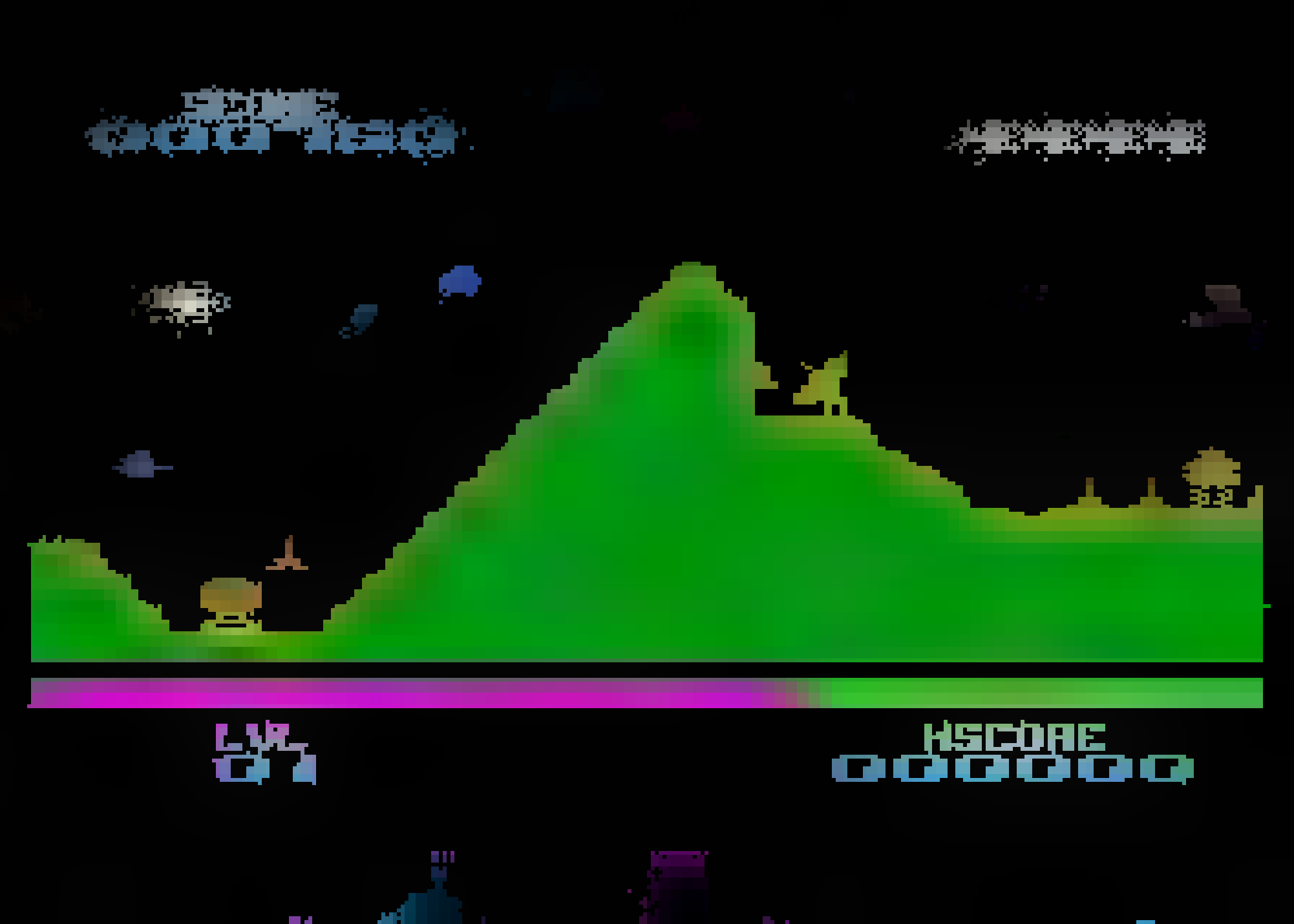
FIRE:6

1

TIME: 104

LIVE: 2

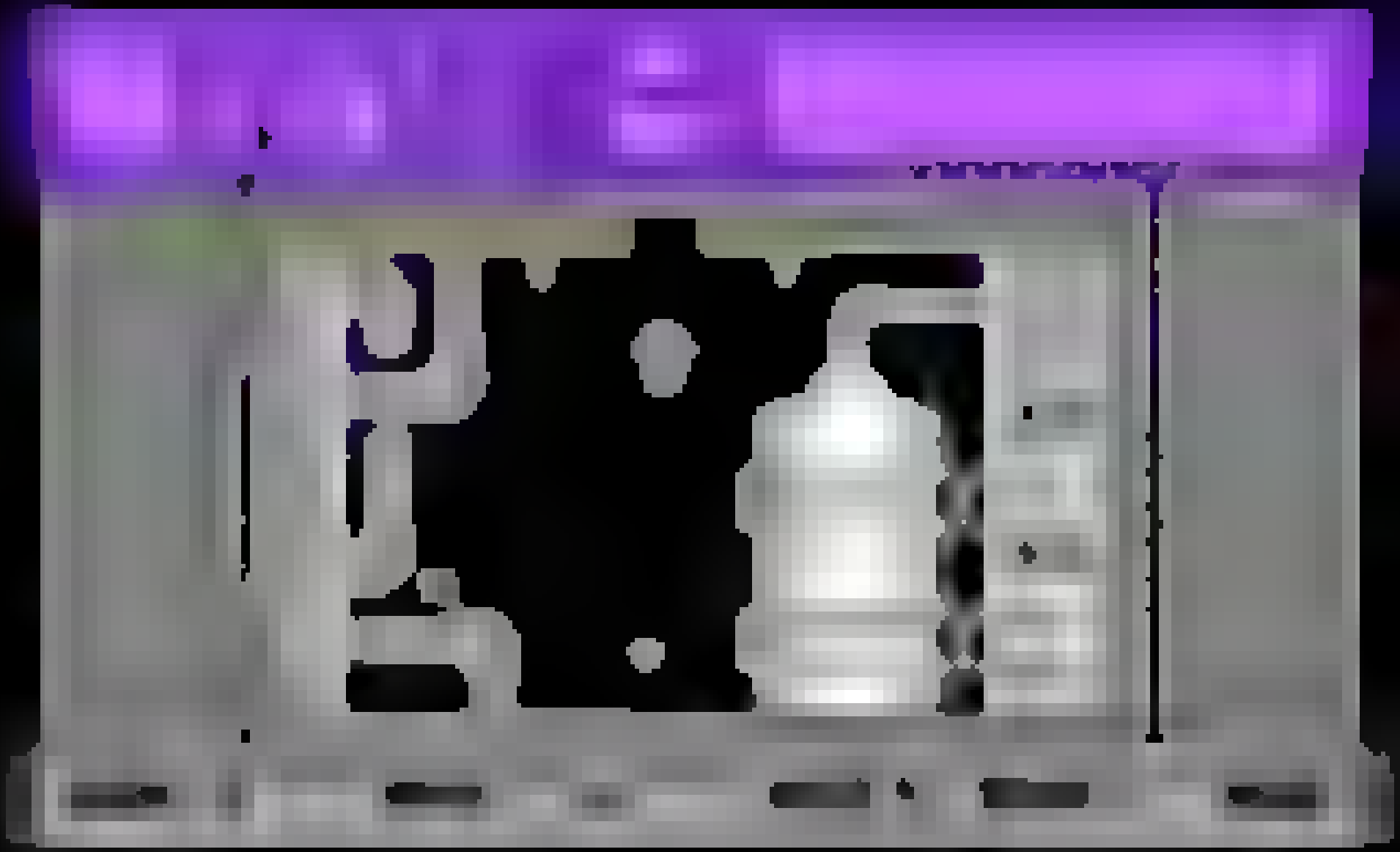

BEER SHOT


LVR
07
HSCORE
000000


BELUM
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SCEMARIO 01
MICHAEL MELVOIN










BERTYX
NACiSNiJ FiRE ABY GRAĆ



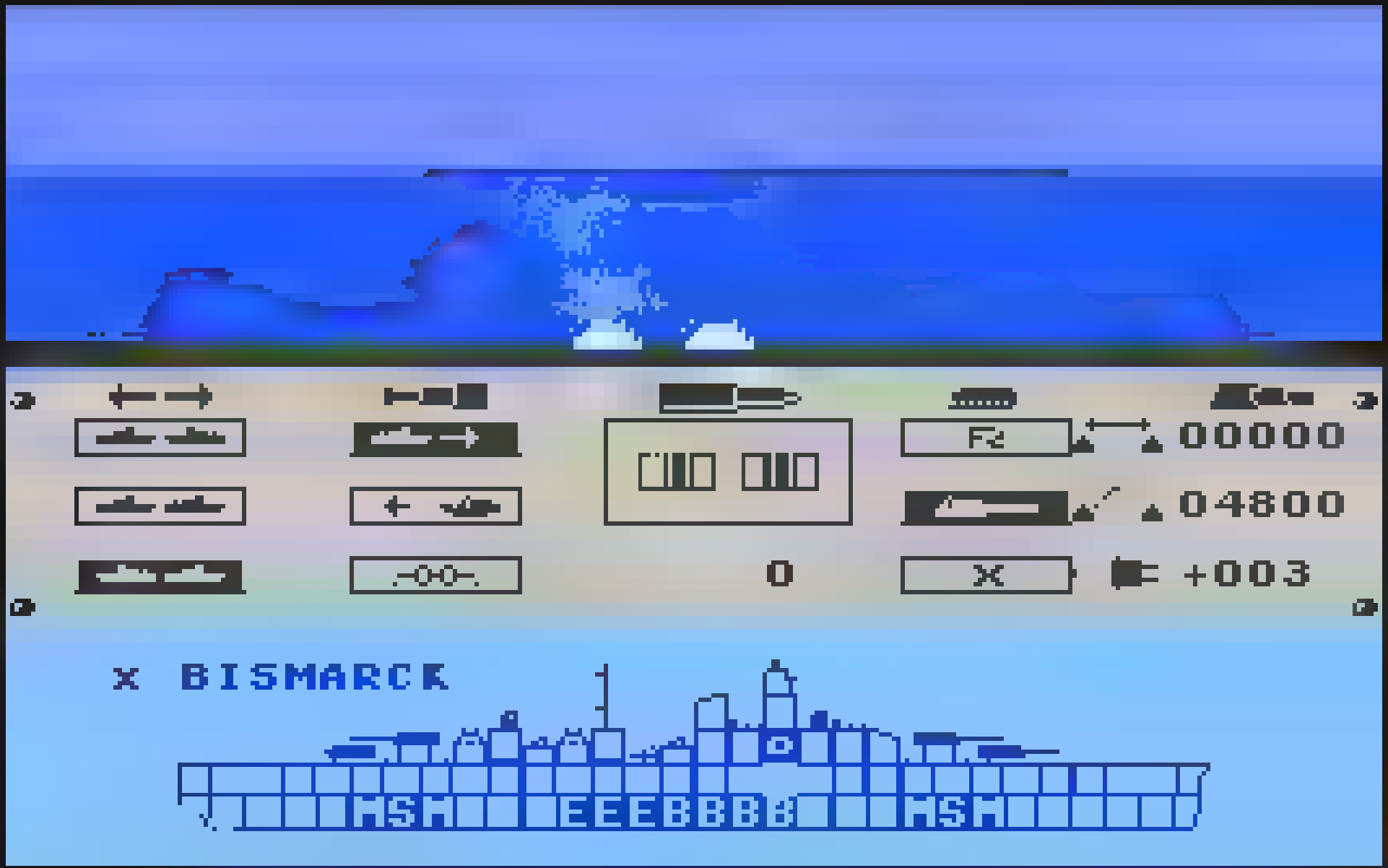





BERZERK
© 1983 ATARI

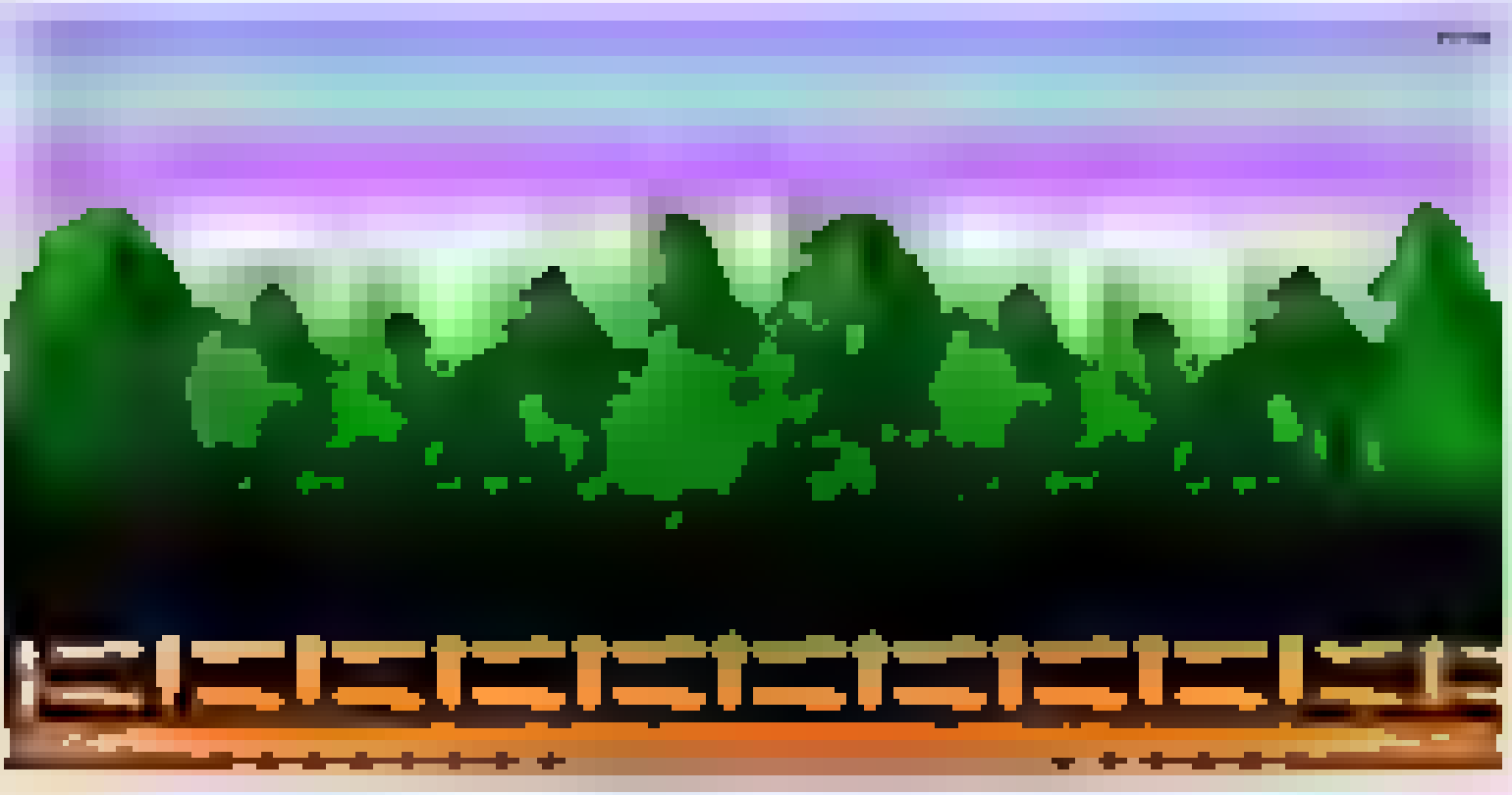

Bismarck
SELECT OPTIONS
O.K.
SIDE GERMAN
STANDARD GAME


FAEROE
22MAY
06 00


F2
00000
04800
0
+003
x BISMARCK


Datasoft
PRESENTS



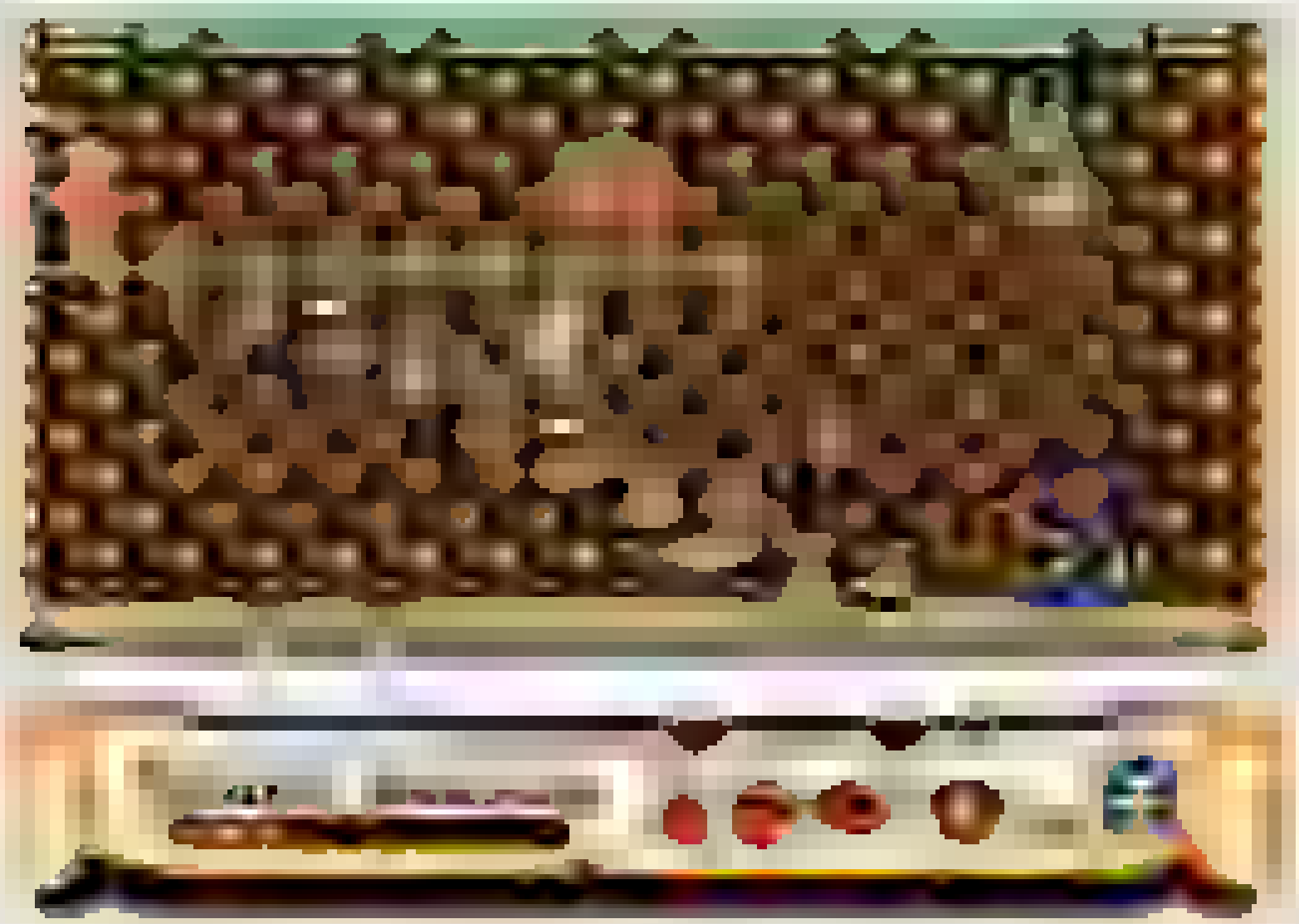


PLAYER LAND

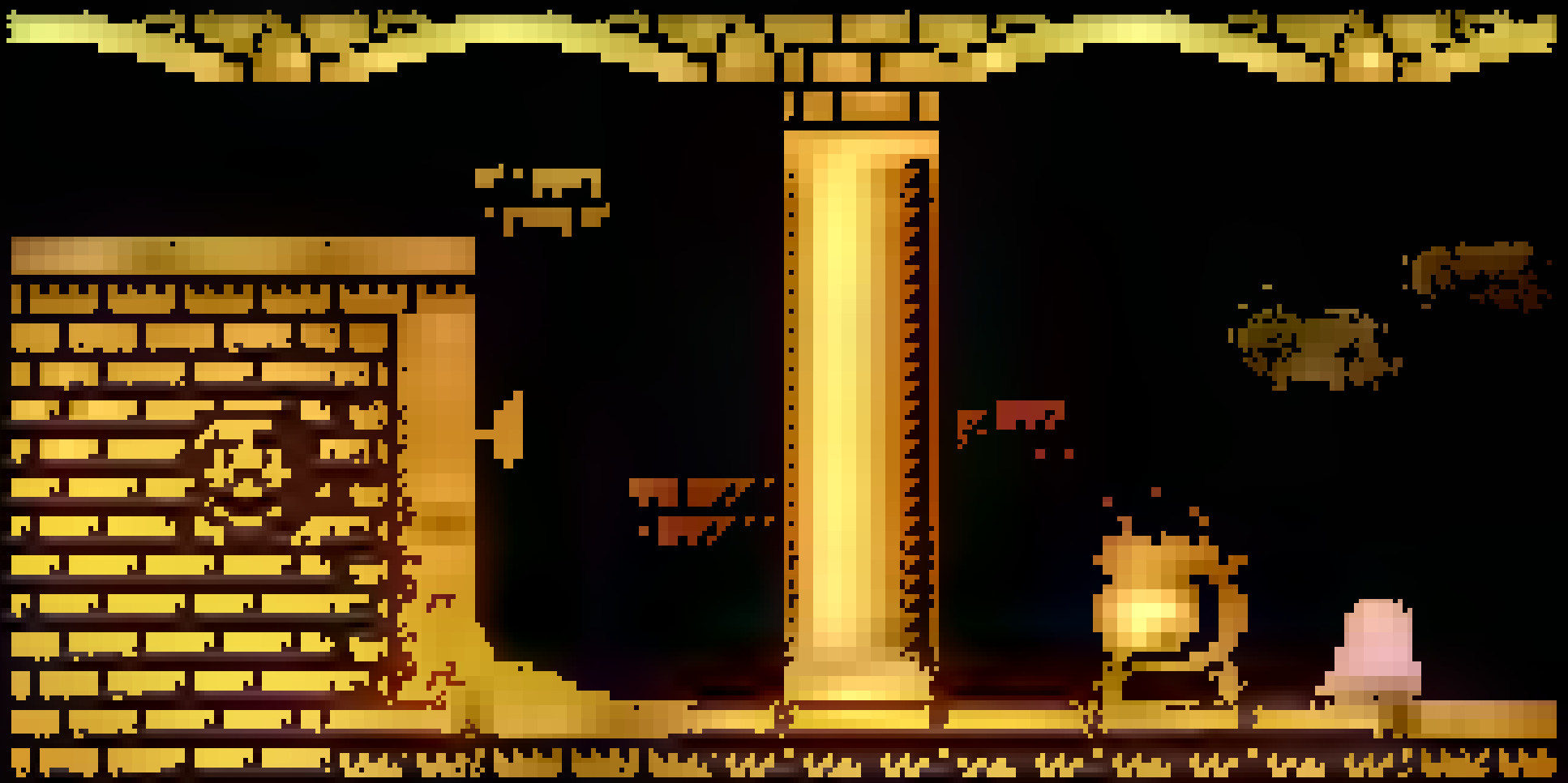
OPTION: PAUSE SELECT: MUSIC/SFX

PRESS FIRE OR START TO PLAY

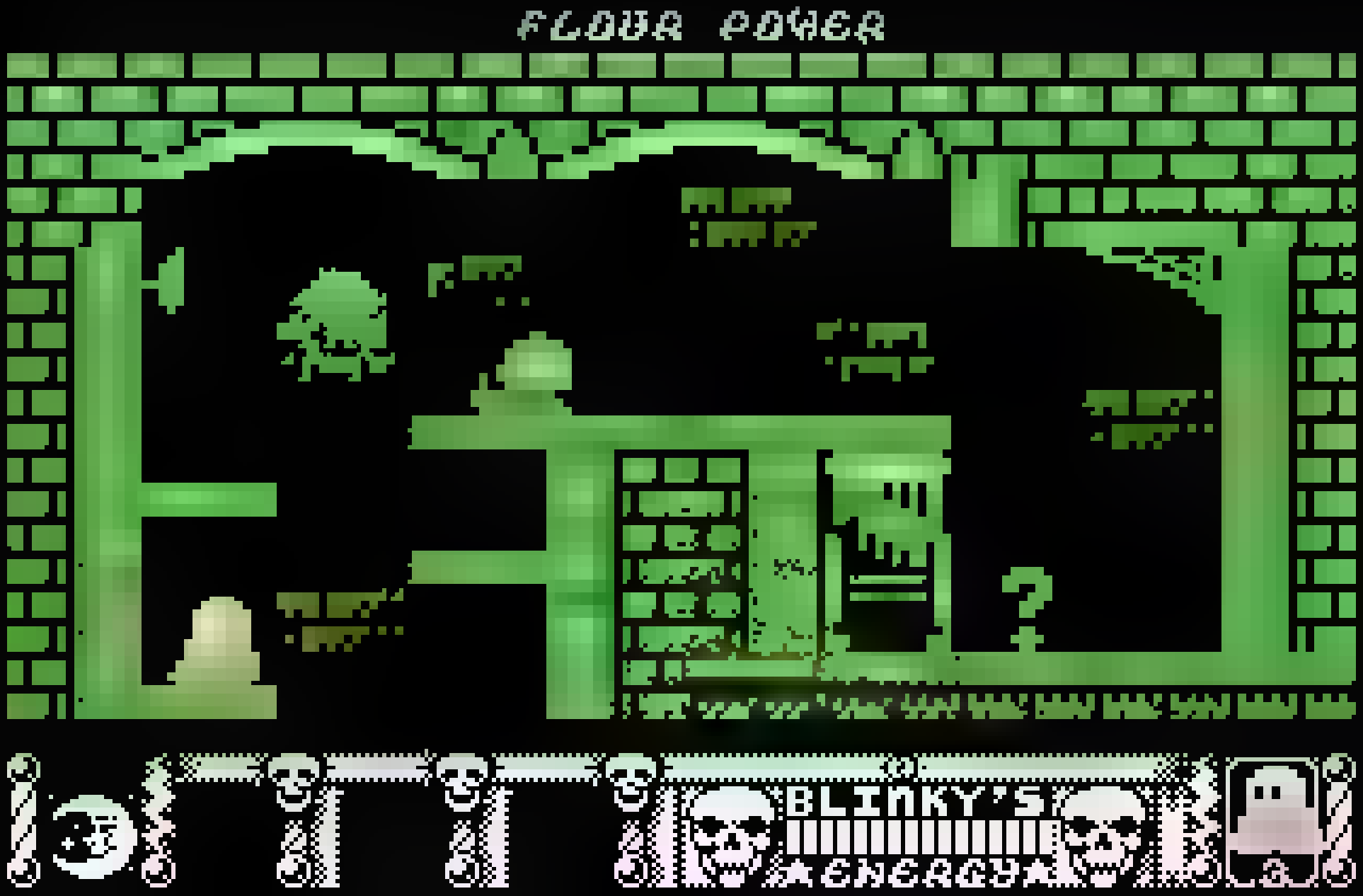





Blacklamp
by ATARI
Ivan Mackintosh Richard Munns



BLINKY'S ENERGY


FLOUR POWER
BLINKY'S
ENERGY

BLINKY'S SCARY SCHOOL

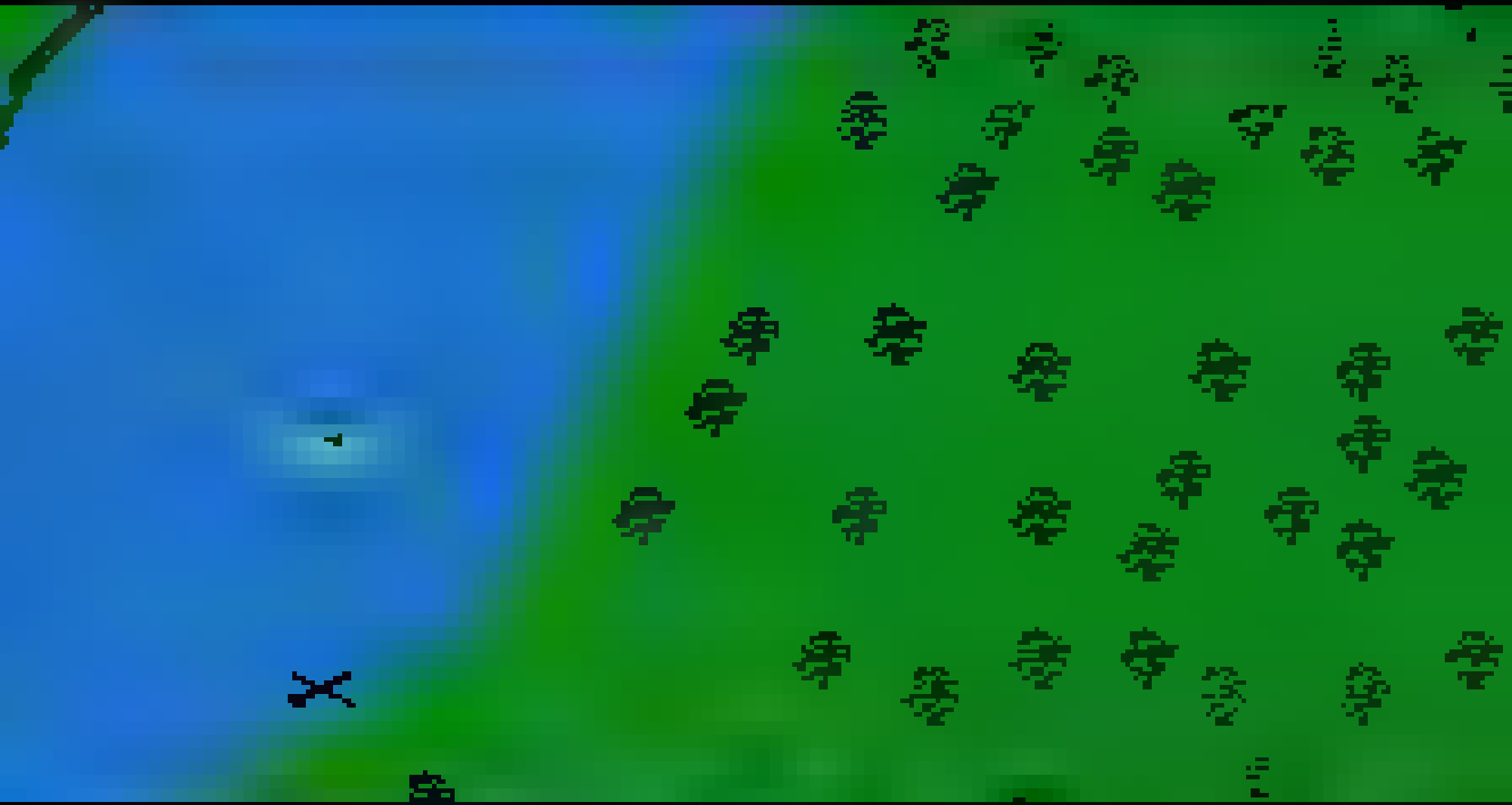
PROGRAMING
IAN COPELAND

GRAPHICS
A BESTON

MUSIC AND FX
ADAM GILMORE

BLINKY'S SCARY SCHOOL

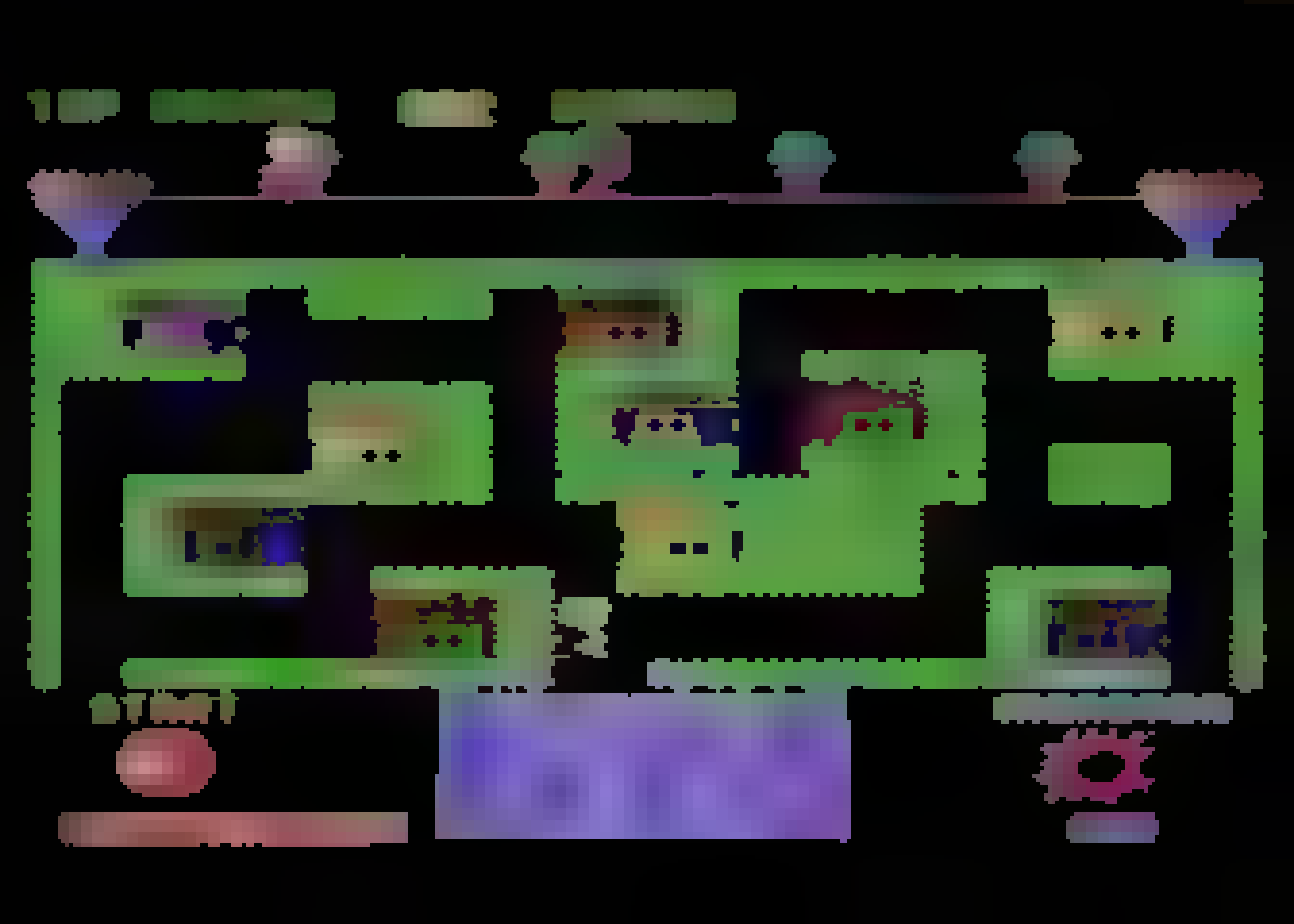
COPYRIGHT 1990 ZEPPELIN GAMES LTD

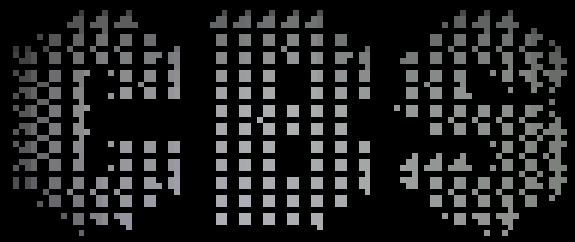

F:289 B:30
SPD:200 ALT:0641
SCORE: 0000
W


F : 268 B : 30
SPD : 200 ALT : 0 5 9
SCORE : 0000


F:203 B:27
SPD:200 ALT:065
SCORE: 0000


BLUE MAX
BY BOB POLIN
(C) SYNAPSE 1983





PRESENTS

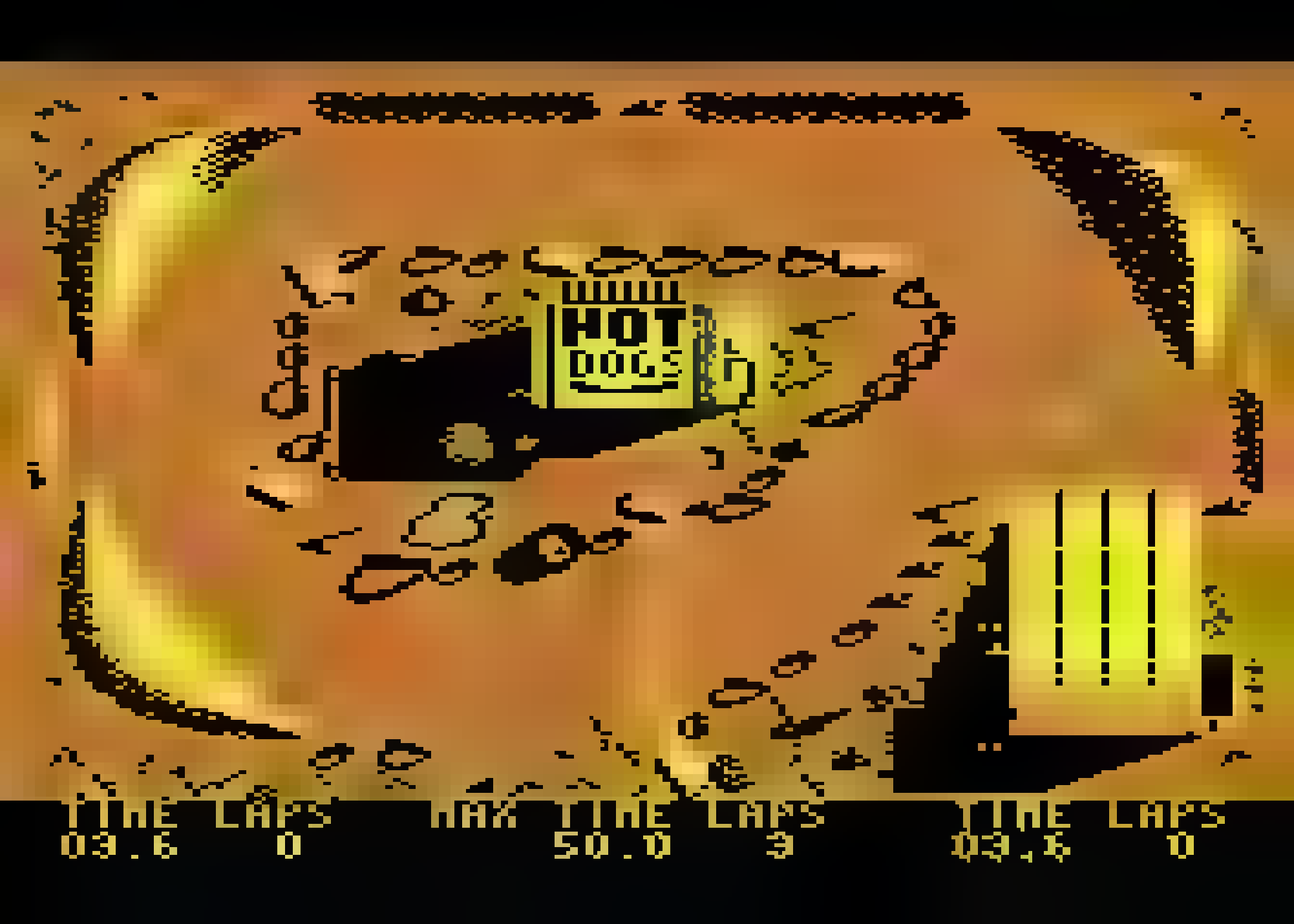
BLUE-PRINT

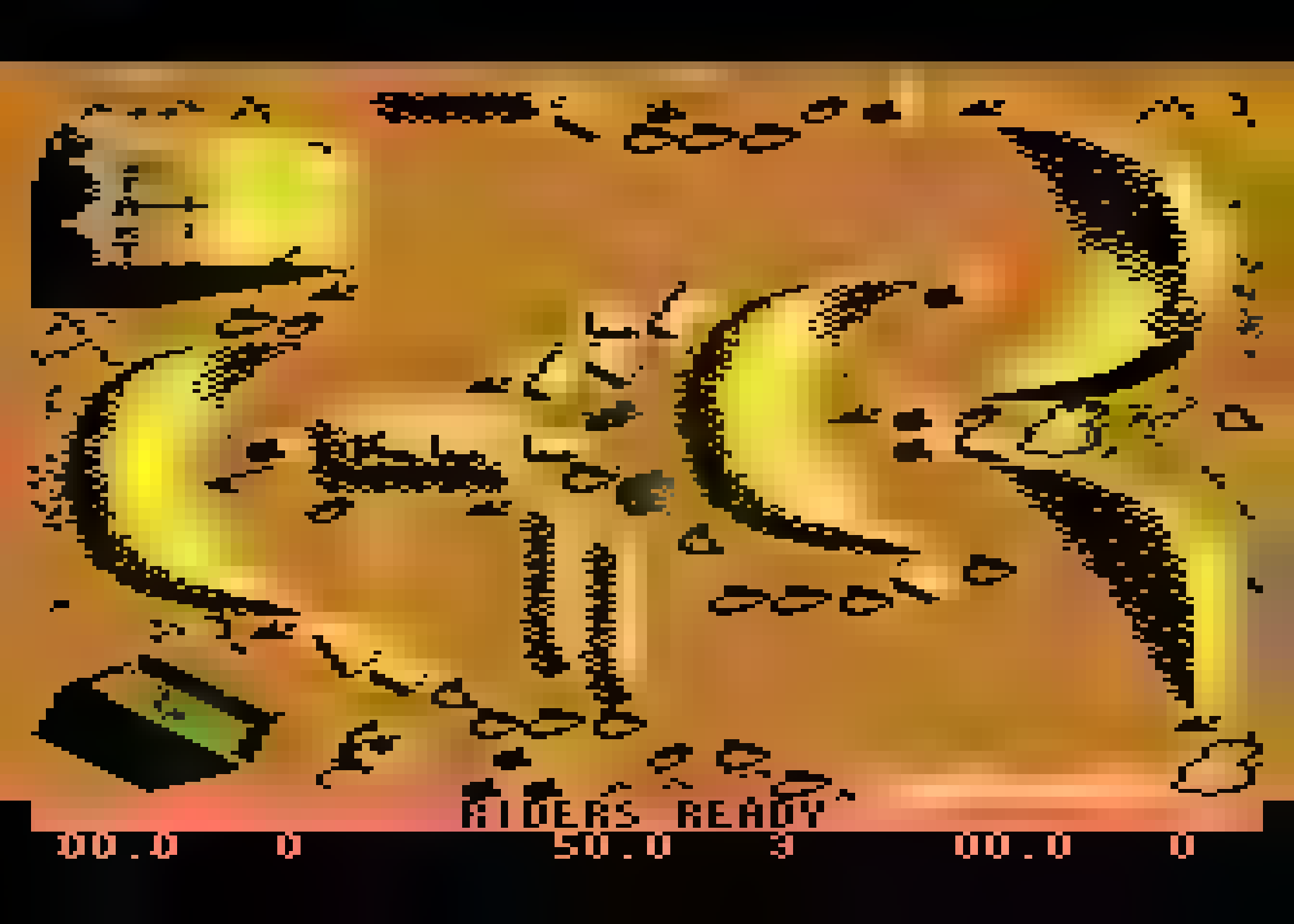
PRESS START TO BEGIN

PRESS 2 FOR 2 PLAYERS

PRESS ↑ TO INCREASE LEVEL

USE JOYSTICK OR KEYBOARD


HOT
DOGS
TIME LAPS
03.6 0
MAX TIME LAPS
50.0 3
TIME LAPS
03.5 0


RIDERS READY
00.0 0
50.0 3
00.0 0


PRESS SPACE TO CHANGE CONTROLS
PRESS N FOR NUMBER OF COURSES
PRESS S TO START
7
COURSE
RACE


SCORE
000000
BONUS
006687
RADIOACTIVITY

BOMB FUSE

CODING BY

[redacted]

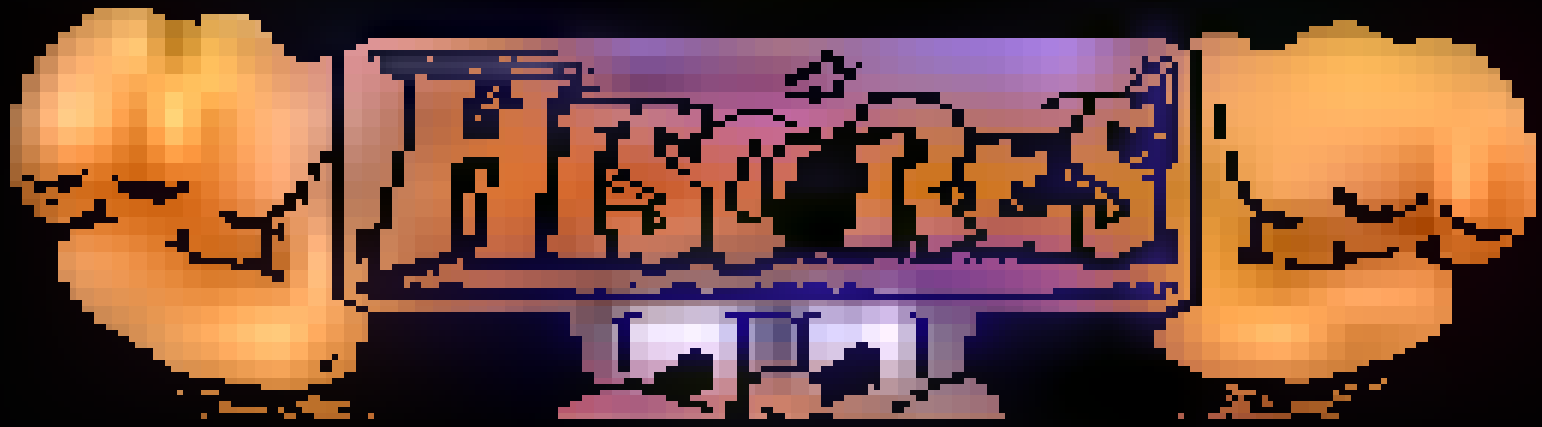
Game Production- P.A.L. Developments
Music - Kiff
Published under Licence By
Virgin Mastertronic LTD. Copyright 1988.

PRESS FIRE TO PLAY




PL-SCORE
011410
×2
P

×1



100000	HVEA
090000	MVLA
080000	MJMA
070000	ZPSA
060000	QFMA
050000	MPQA
040000	MQIA
030000	QZFA


PL-SCORE
000730
×1
HI-SCORE
100000


PL-SCORE
003930
×2
100
HI-SCORE
100000


PL-SCORE
007280
×1
ROUND
-02-
HI-SCORE
100000

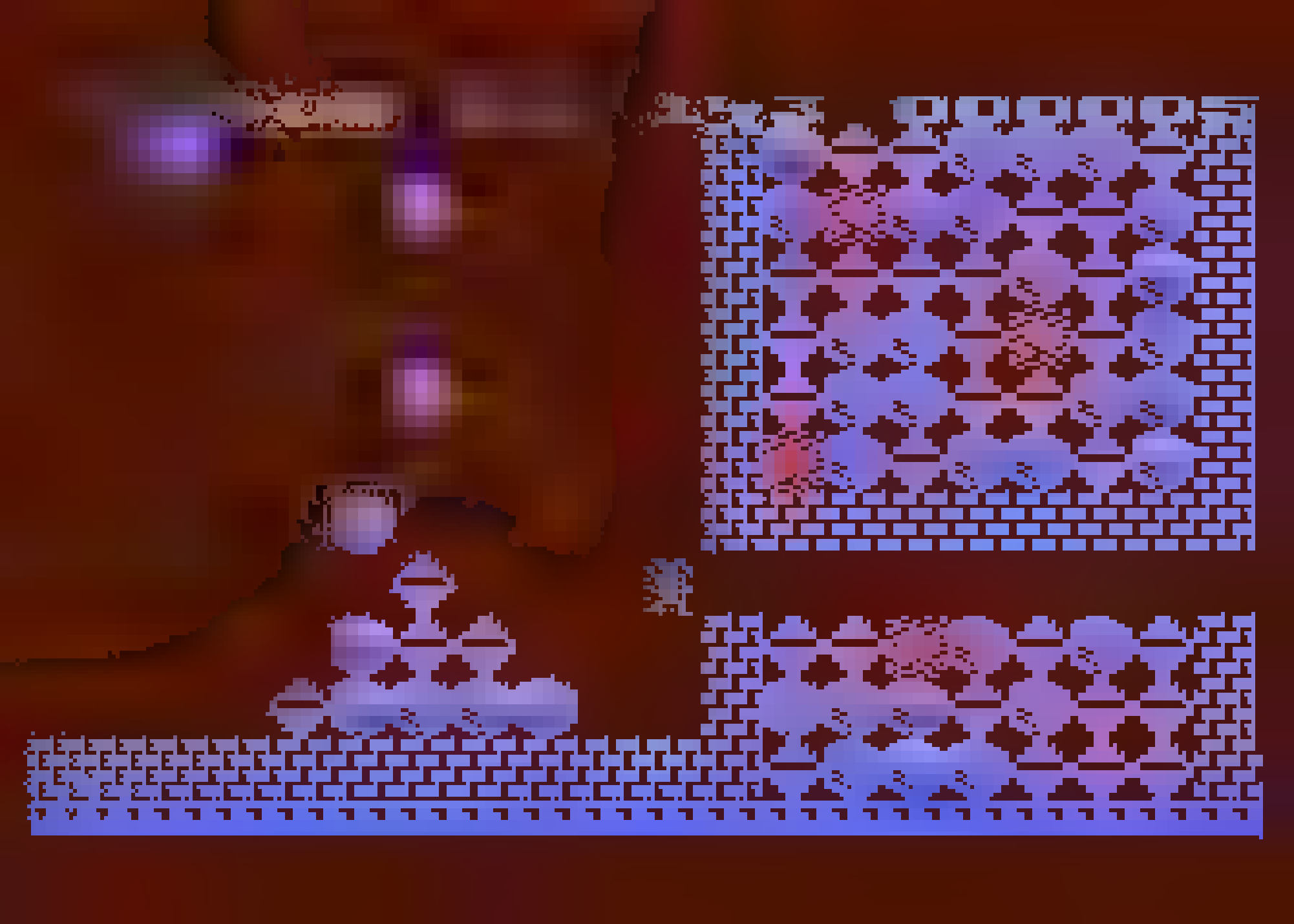



PL-SCORE
011410
×2
P



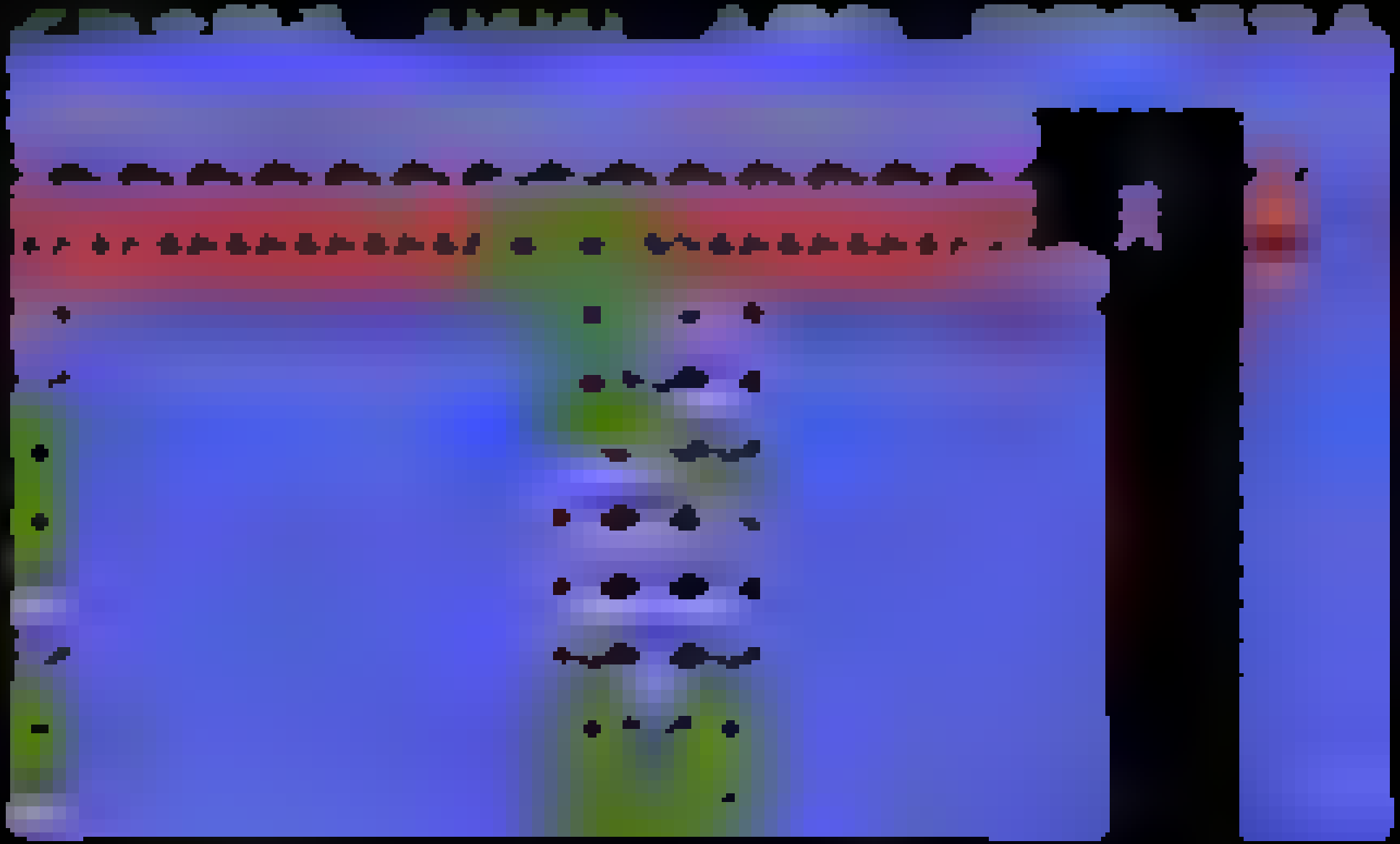


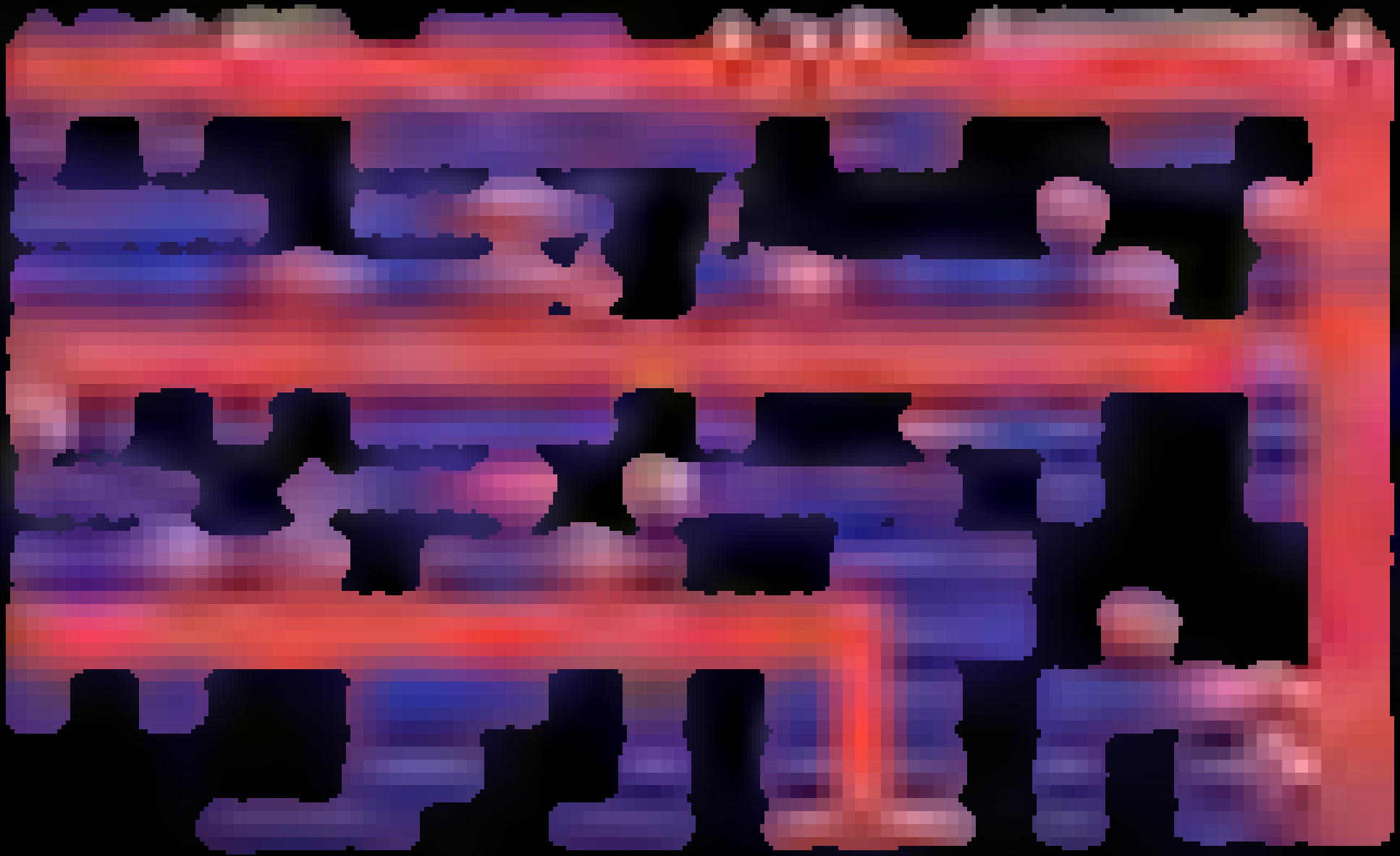





STAR
SOFTWARE INC.



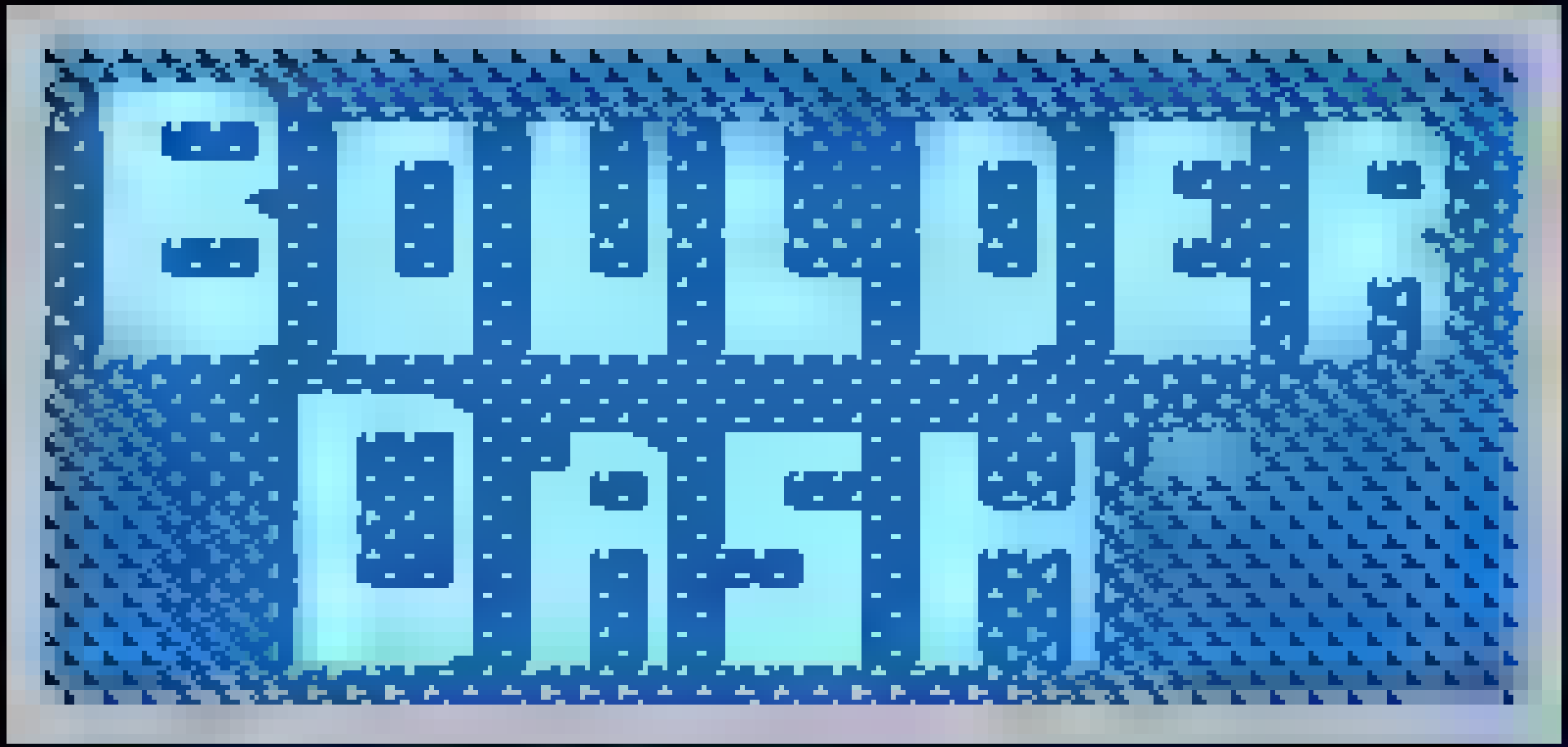





STAR
BOUNCE
DASH
Version by


BOULDER
DASH II
in
Rockford
© 1985
FIRST
STAR
SOFTWARE INC.





BY PETER LIEPA

IRON SOFT 1987

PROFESSIONAL VERSION

2 PLAYER 1 JOYSTICK

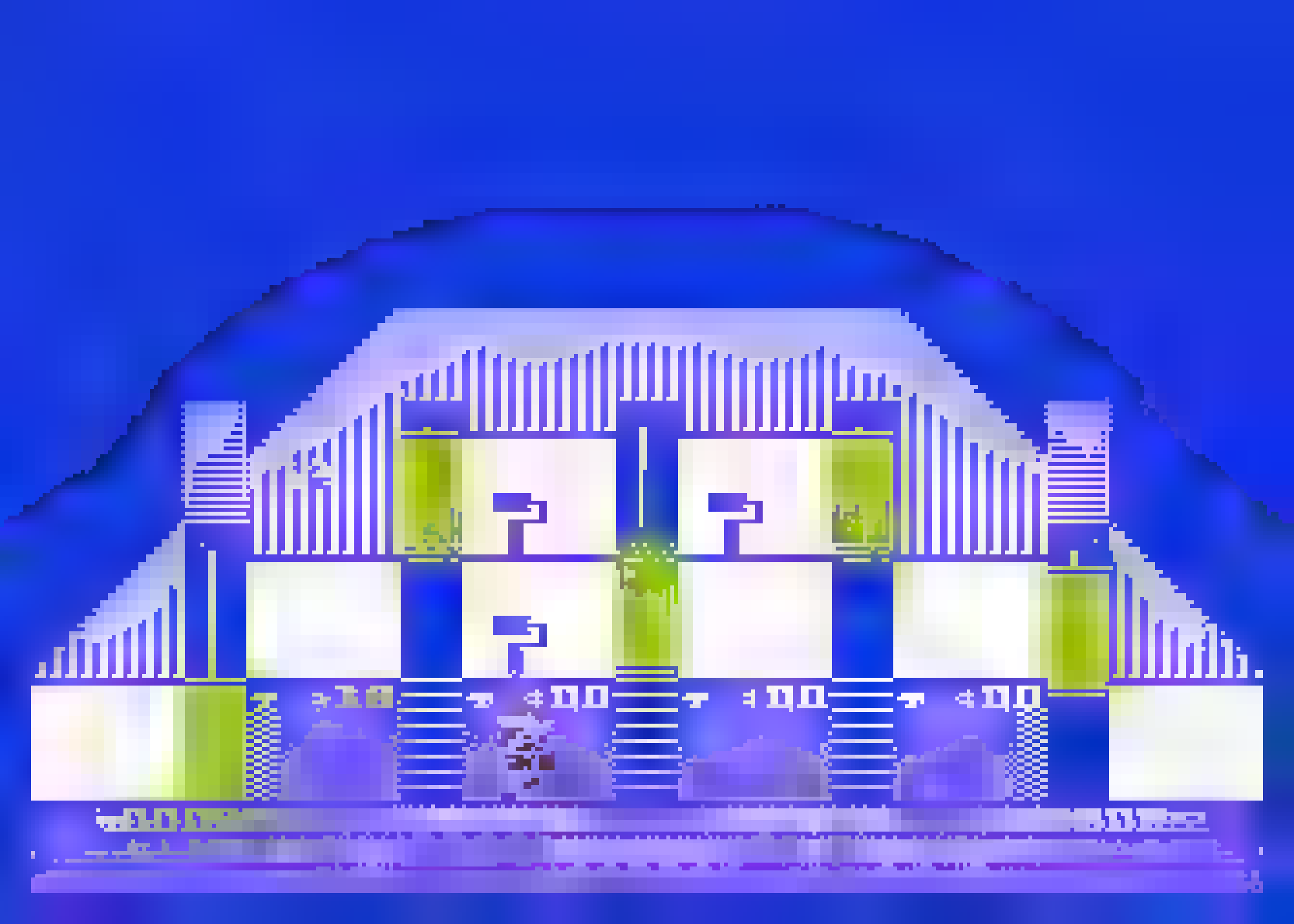
CAVE: A LEVEL: 1

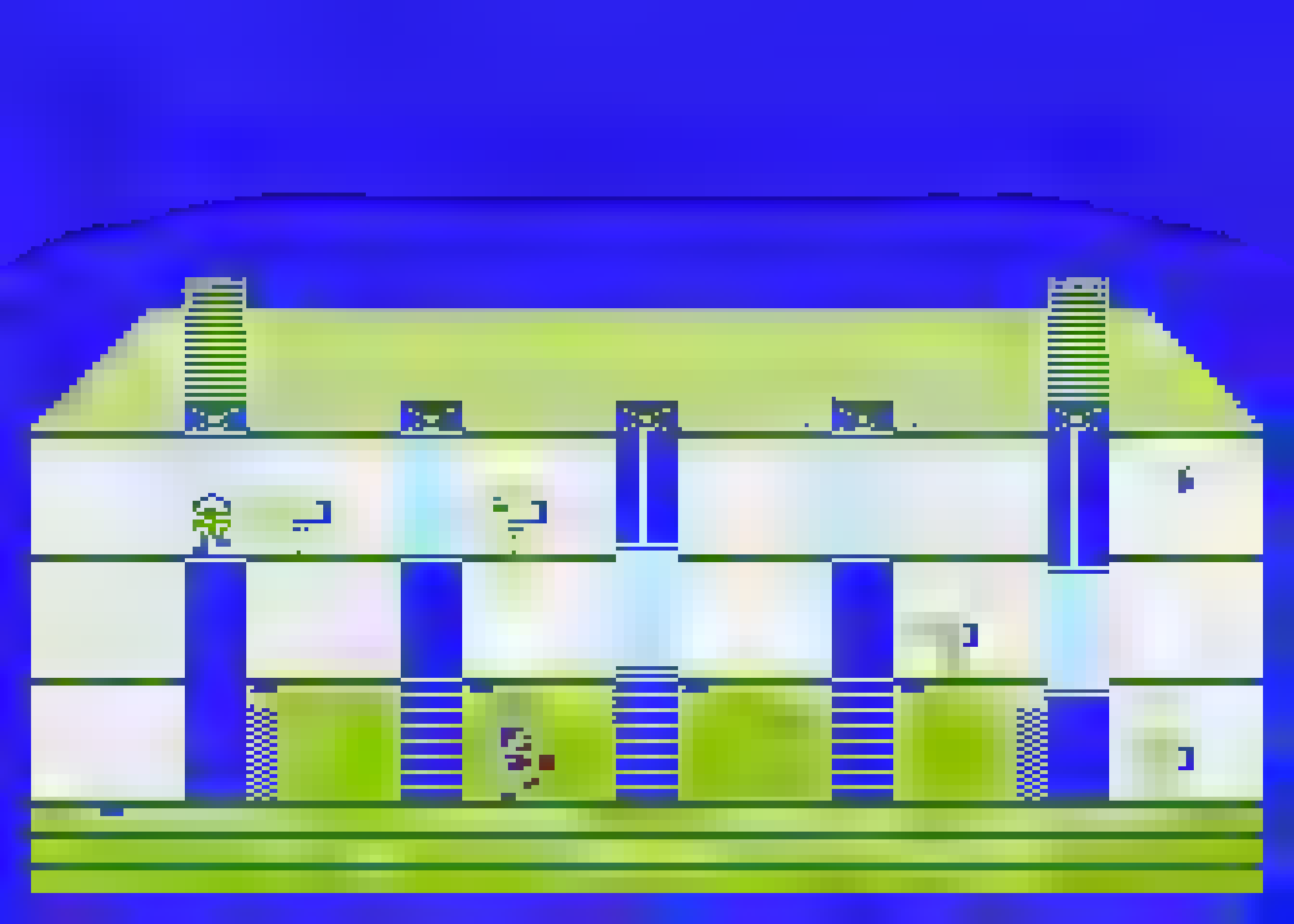

2
1

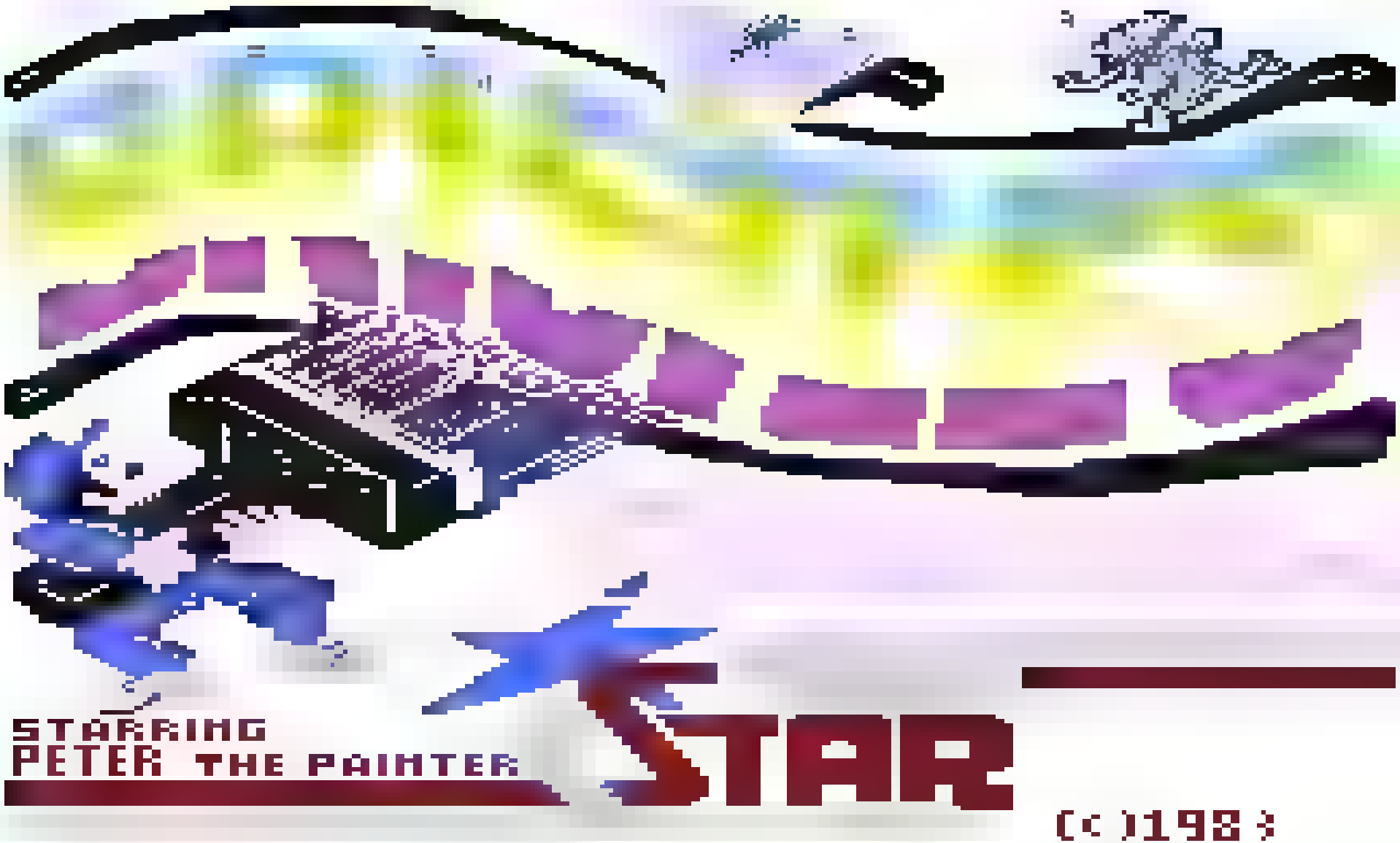



DUNTY BOB STRIKES BACK
PROGRAMMED BY
BILL HOGUE
GRAPHICS BY
TED MICHAL
AND
BILL HOGUE
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BIG FIVE SOFTWARE
VAN NUYS, CA. U.S.A.
(818) 782-6661








STARRING
PETER THE PAINTER
STAR
(c)198

VICTORY

STILL LOADING

00 ~ 88 Cr 01

16 ~ 12 ~ 21

10 ~ 24 ~ 14

11 ~ 42 ~ 18

SPEED MX SPEED

2.3K 2.3K

HULL

042

CREW

182

CONSTITUTION

AYE, AYE, SIR

11 ~ 32 Cr 04

15 ~ 24 ~ 15

SPEED MX SPEED

2.8K 3.0K

HULL

070

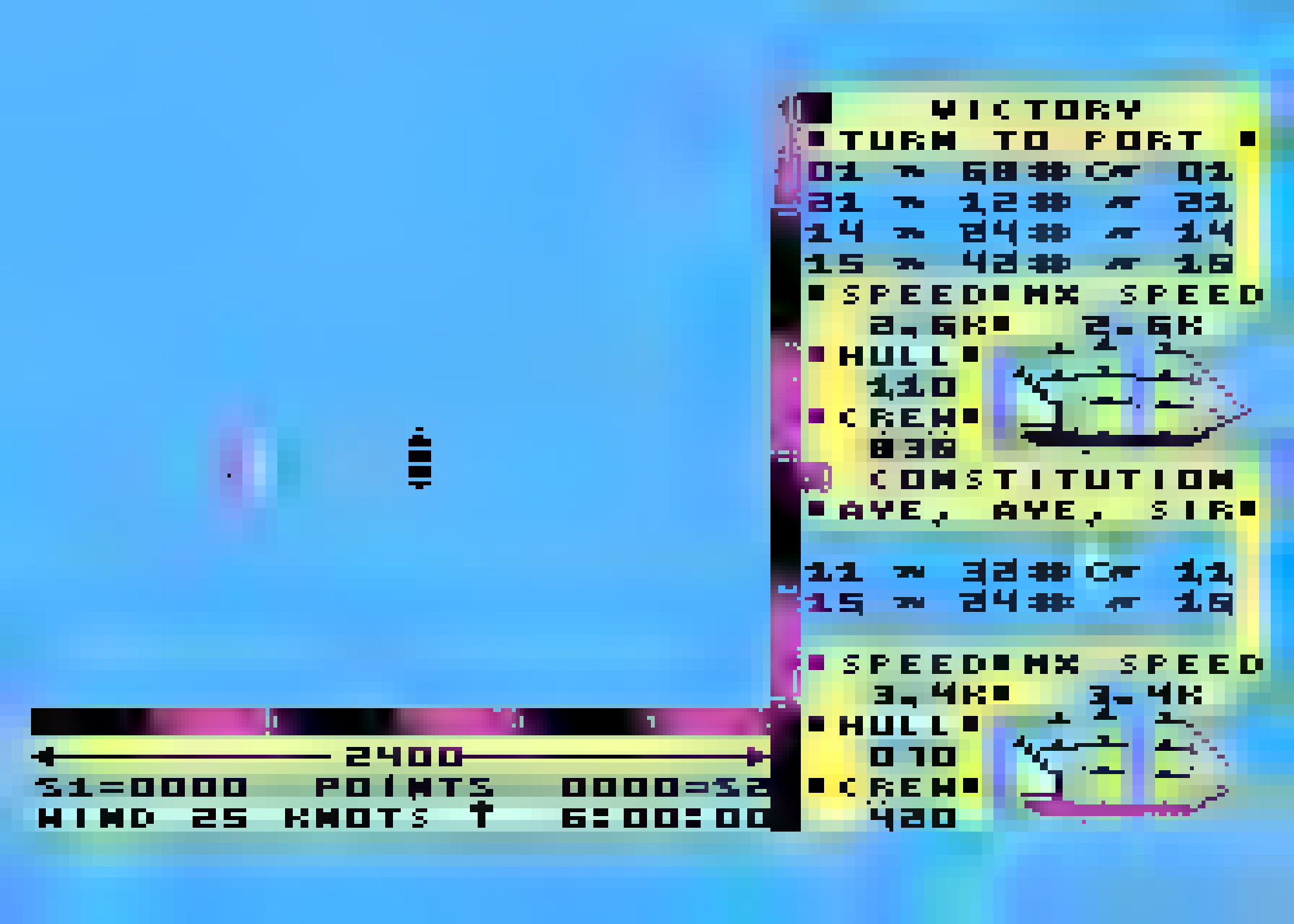
CREW

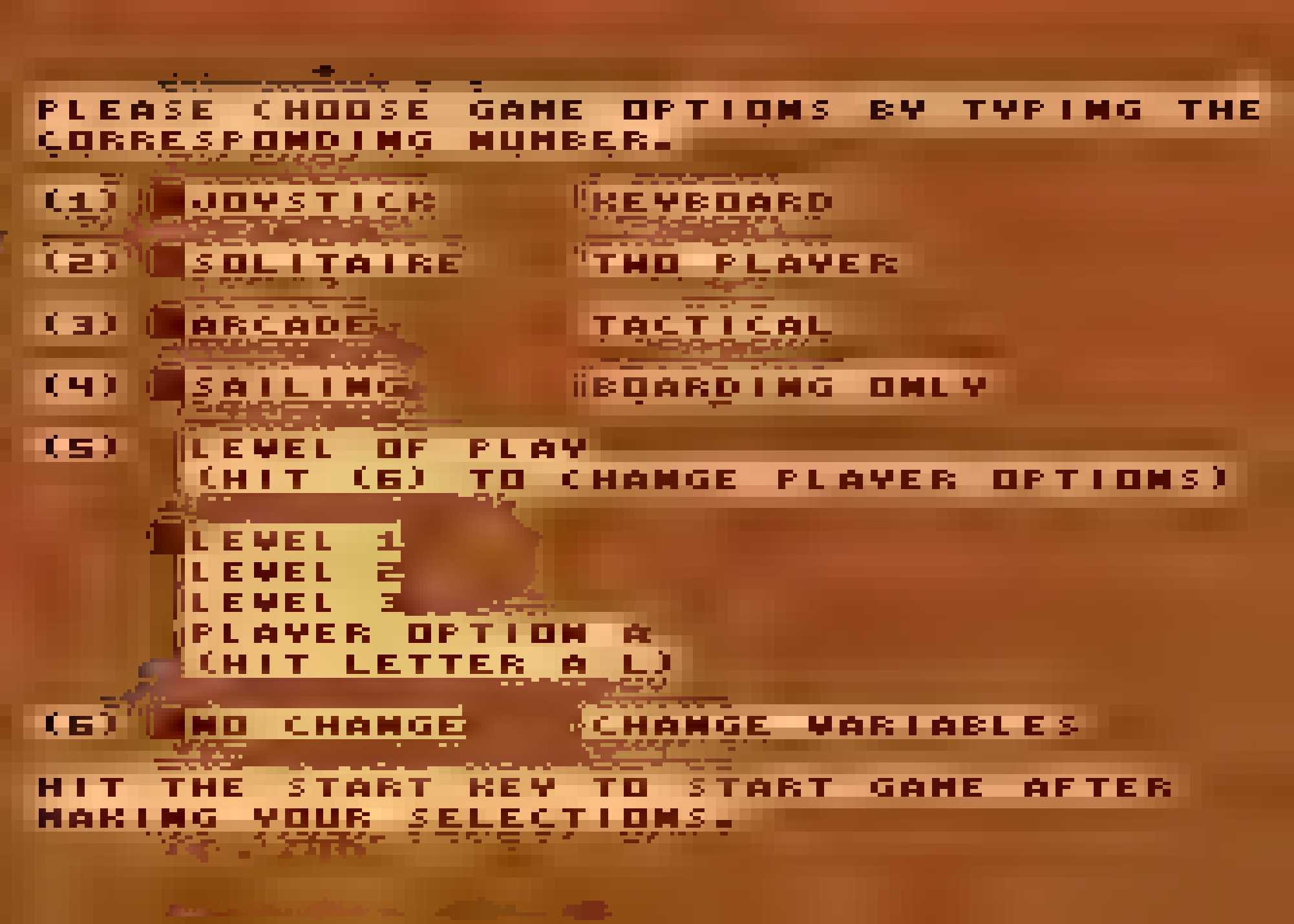
409

2400

51=0031 POINTS 0429=52

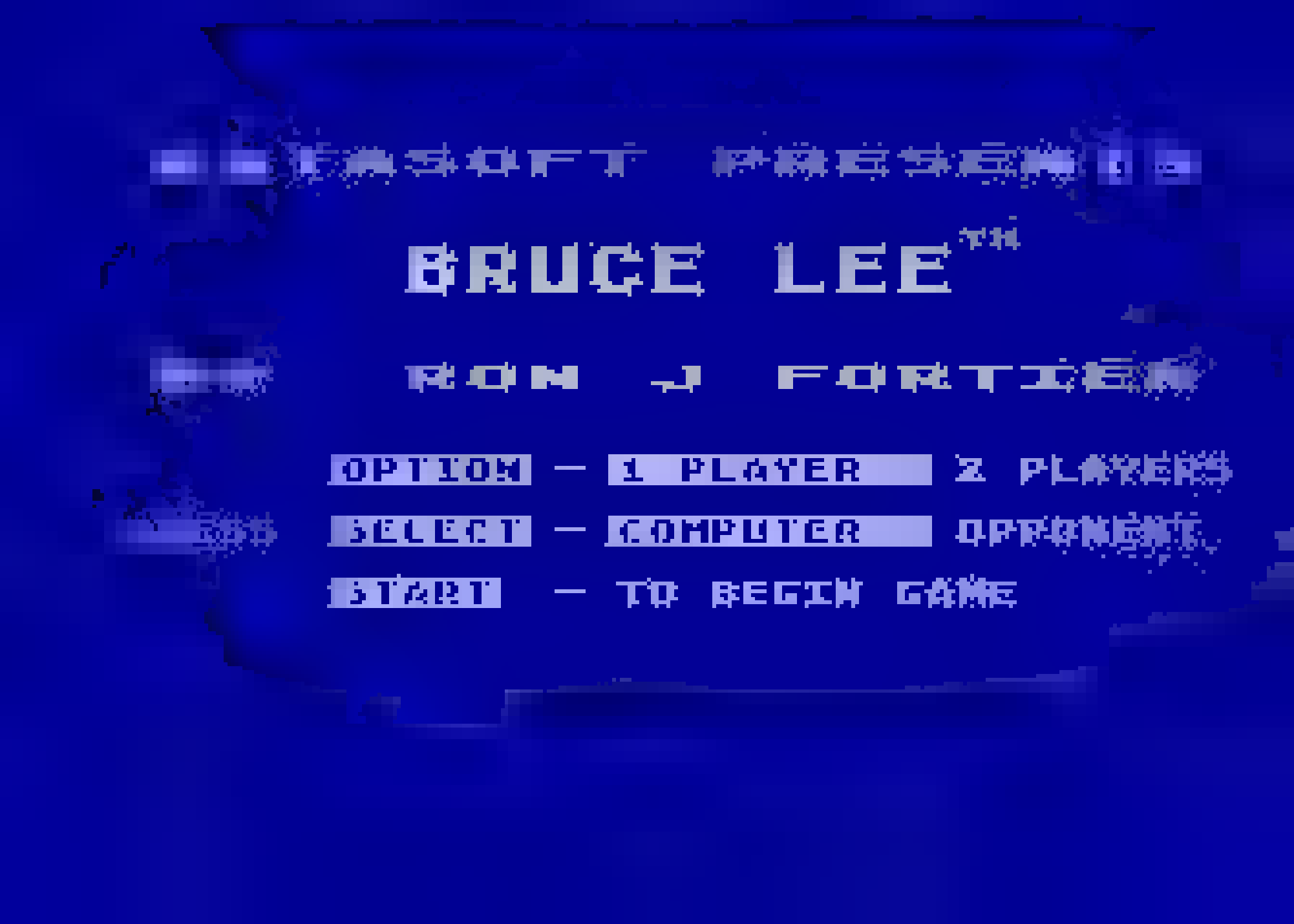
WIND 20 KNOTS 6:09:00


VICTORY
TURN TO PORT
SPEED MX SPEED
2.6K 2.6K
HULL
110
CREW
830
CONSTITUTION
AYE, AYE, SIR
SPEED MX SPEED
3.4K 3.4K
HULL
070
CREW
420
2400
POINTS
WIND 25 KNOTS


PLEASE CHOOSE GAME OPTIONS BY TYPING THE CORRESPONDING NUMBER.
(1) JOYSTICK KEYBOARD
(2) SOLITAIRE TWO PLAYER
(3) ARCADE TACTICAL
(4) SAILING BOARDING ONLY
(5) LEVEL OF PLAY
(HIT (6) TO CHANGE PLAYER OPTIONS)
LEVEL 1
LEVEL 2
LEVEL 3
PLAYER OPTION A
(HIT LETTER A L)
(6) NO CHANGE CHANGE VARIABLES
HIT THE START KEY TO START GAME AFTER MAKING YOUR SELECTIONS.

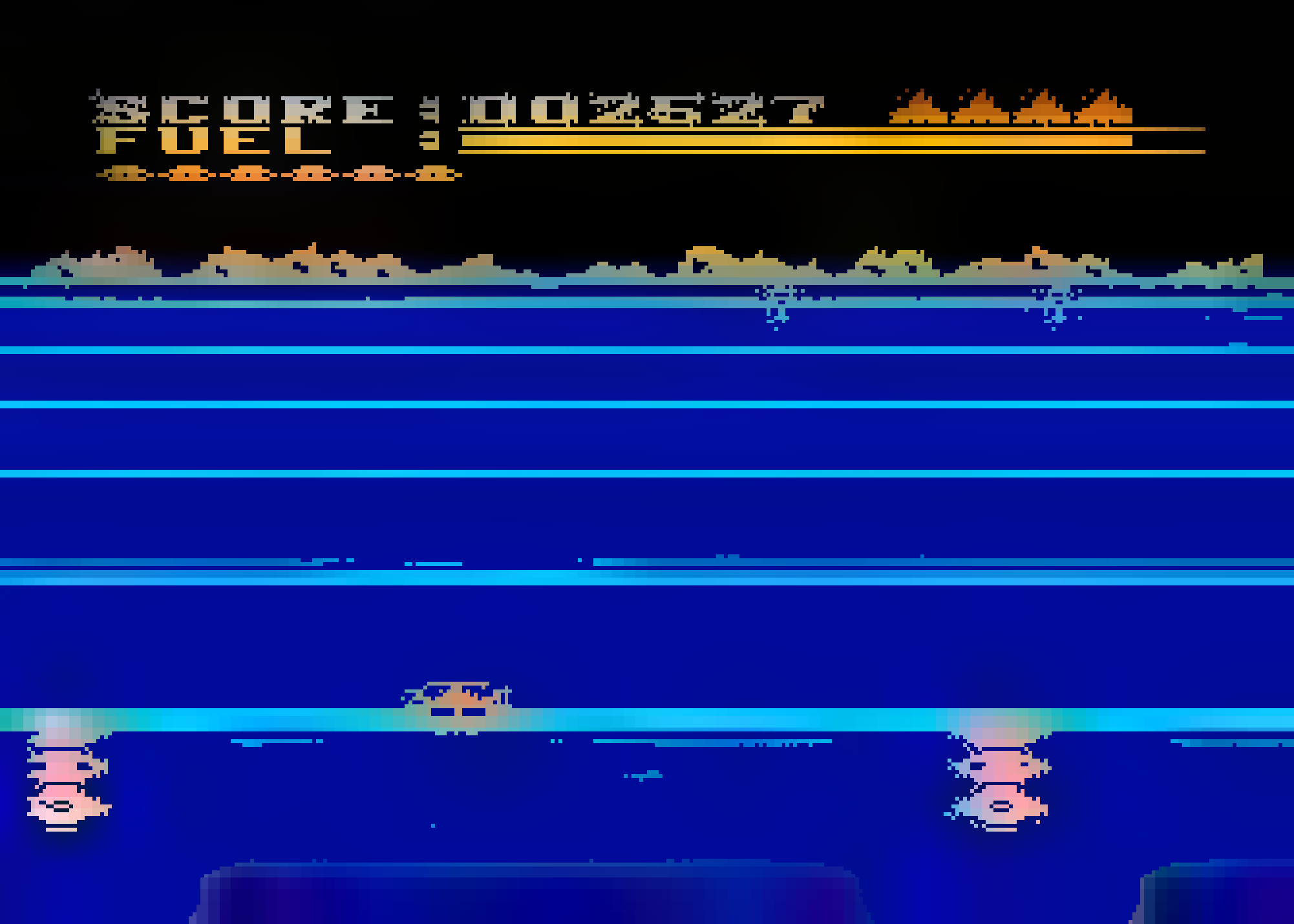


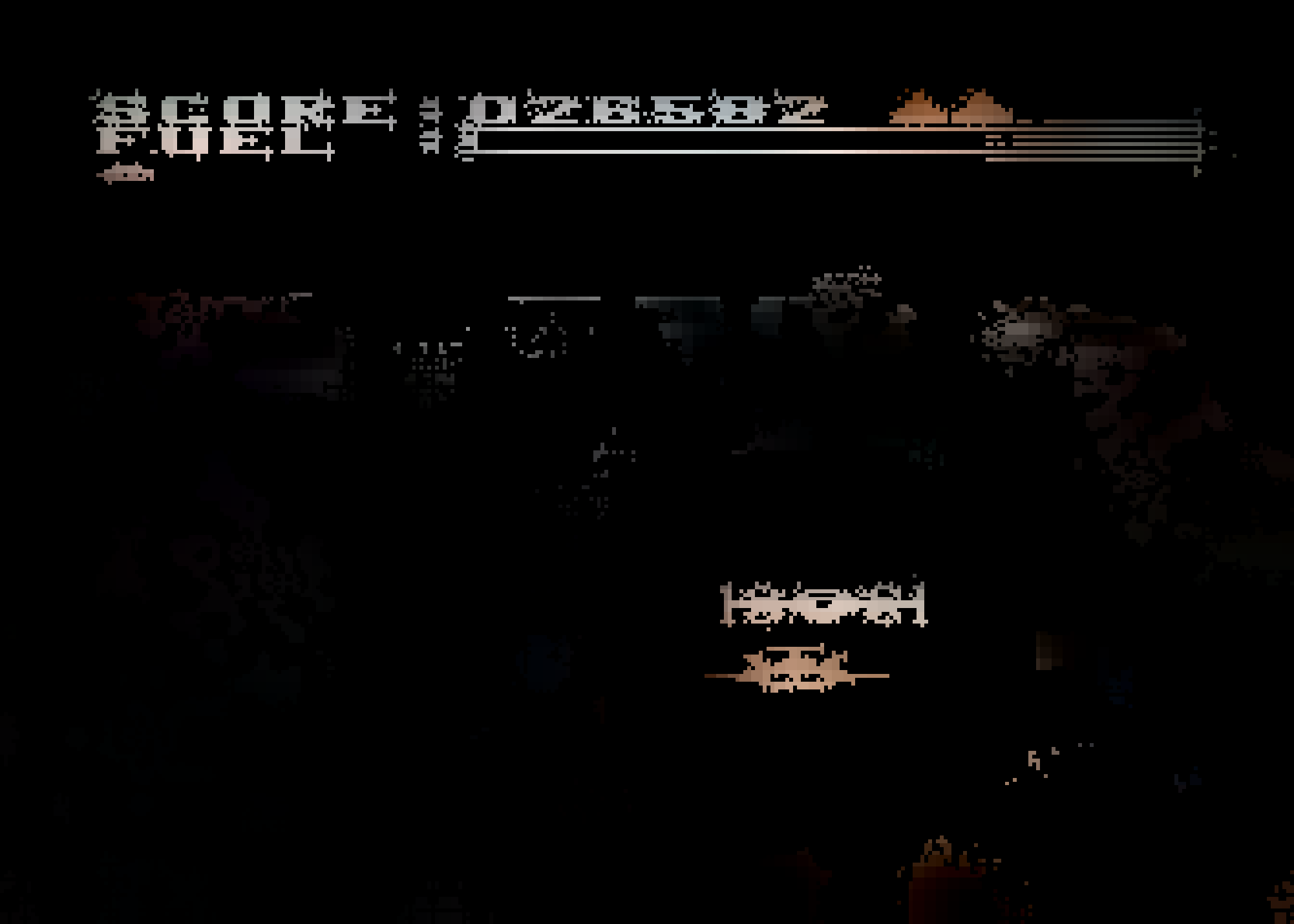

1UP 000500 TOP 000500 FALLS 04


BRUCE LEE™
RON J FORTIER
OPTION — 1 PLAYER 2 PLAYERS
SELECT — COMPUTER OPPONENT
START — TO BEGIN GAME


003200 TOP 003200 FALLS 04


BRUCE
LEE
PROGRAMMED BY
GRAPHIC ART BY


SCORE :00267
FUEL :


SCORE 000360
FUEL


SCORE : 047612
FUEL :

BUCK ROGERS

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INC.

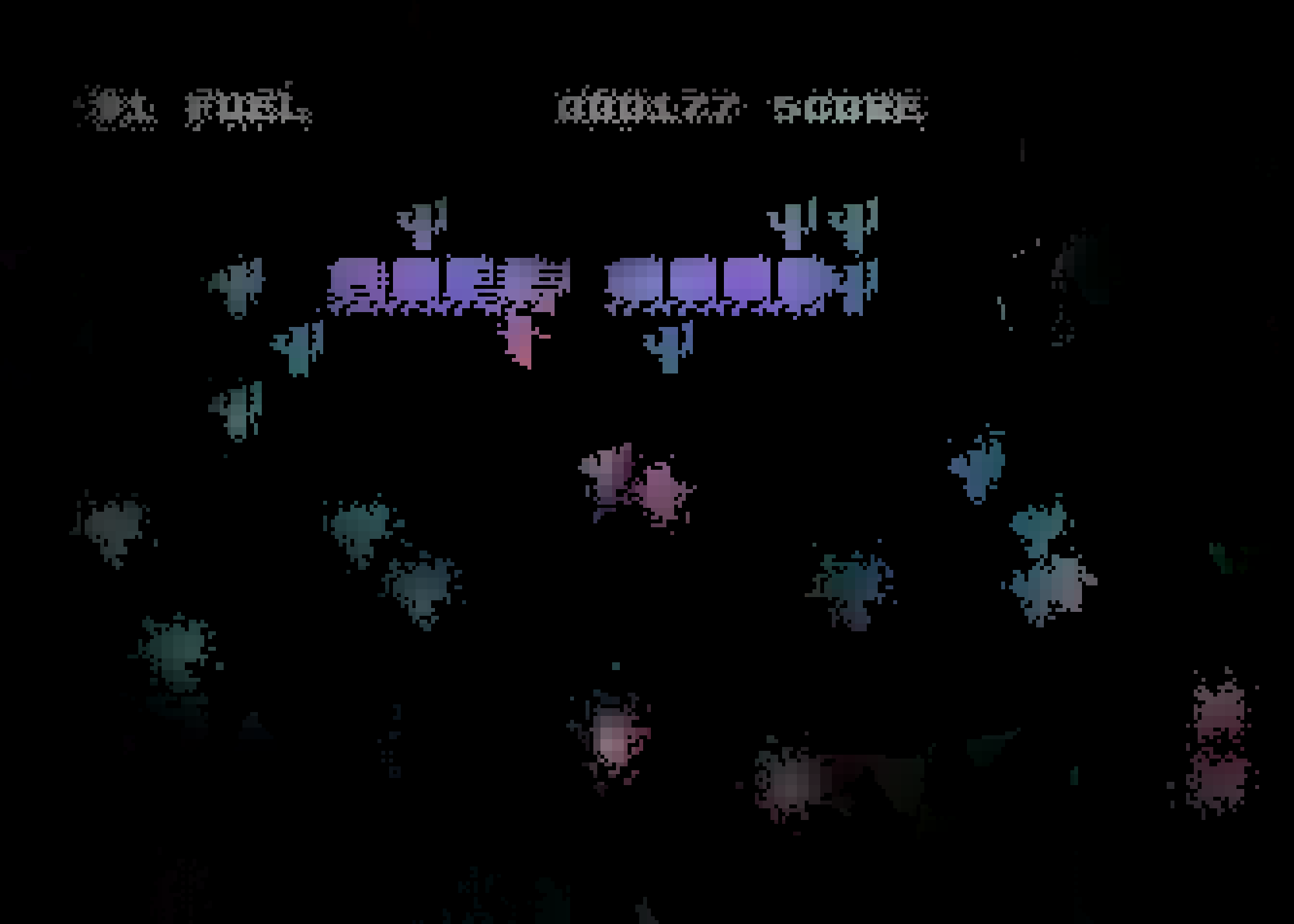
PRESS START TO BEGIN

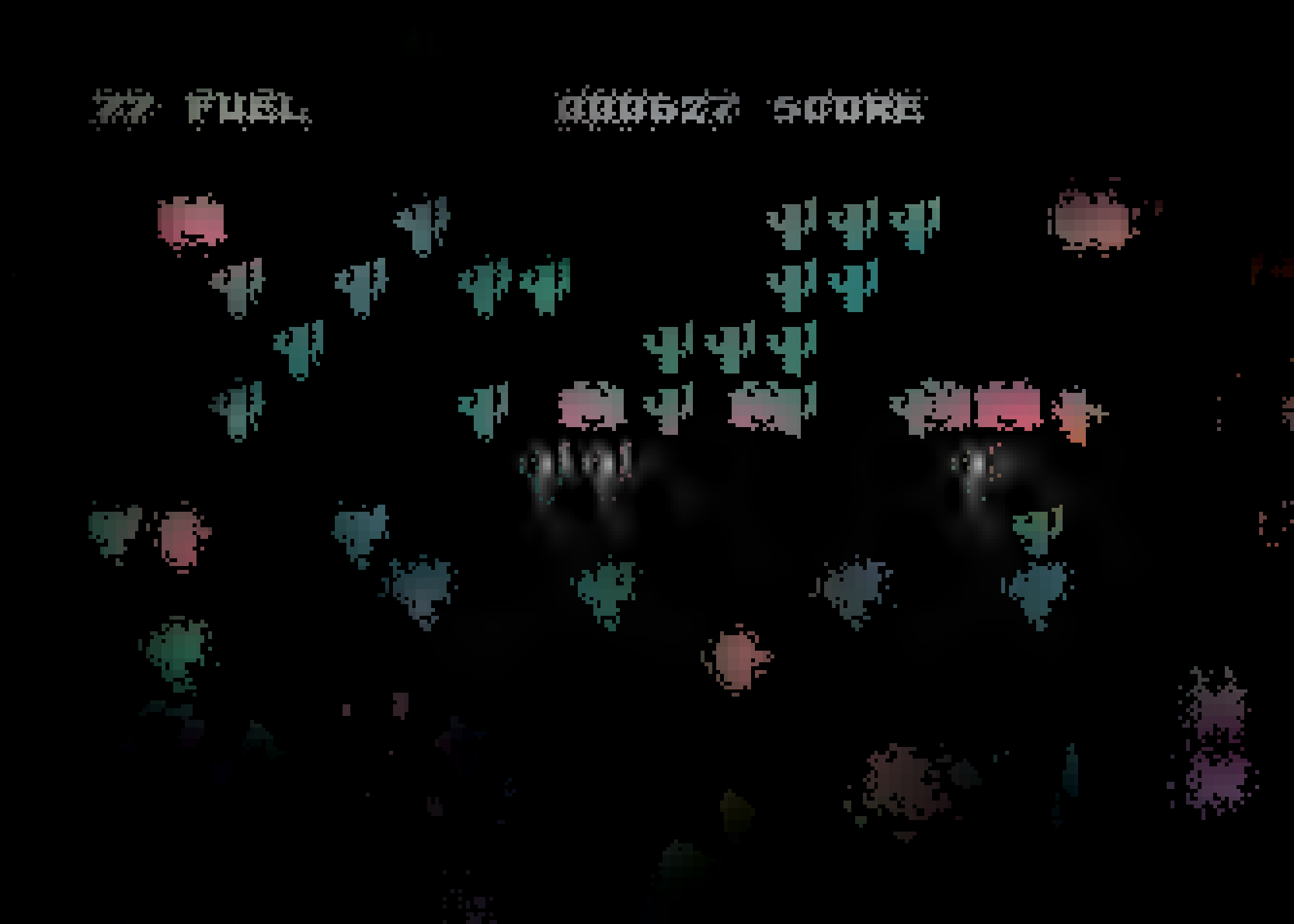

000000 0:02 000000
MEN:

BUFFALO STAMPEDE

PRESS START
TO BEGIN

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GENERAL MASTERS
CORPORATION


FUEL
HIGH SCORE


FUEL
SCORE



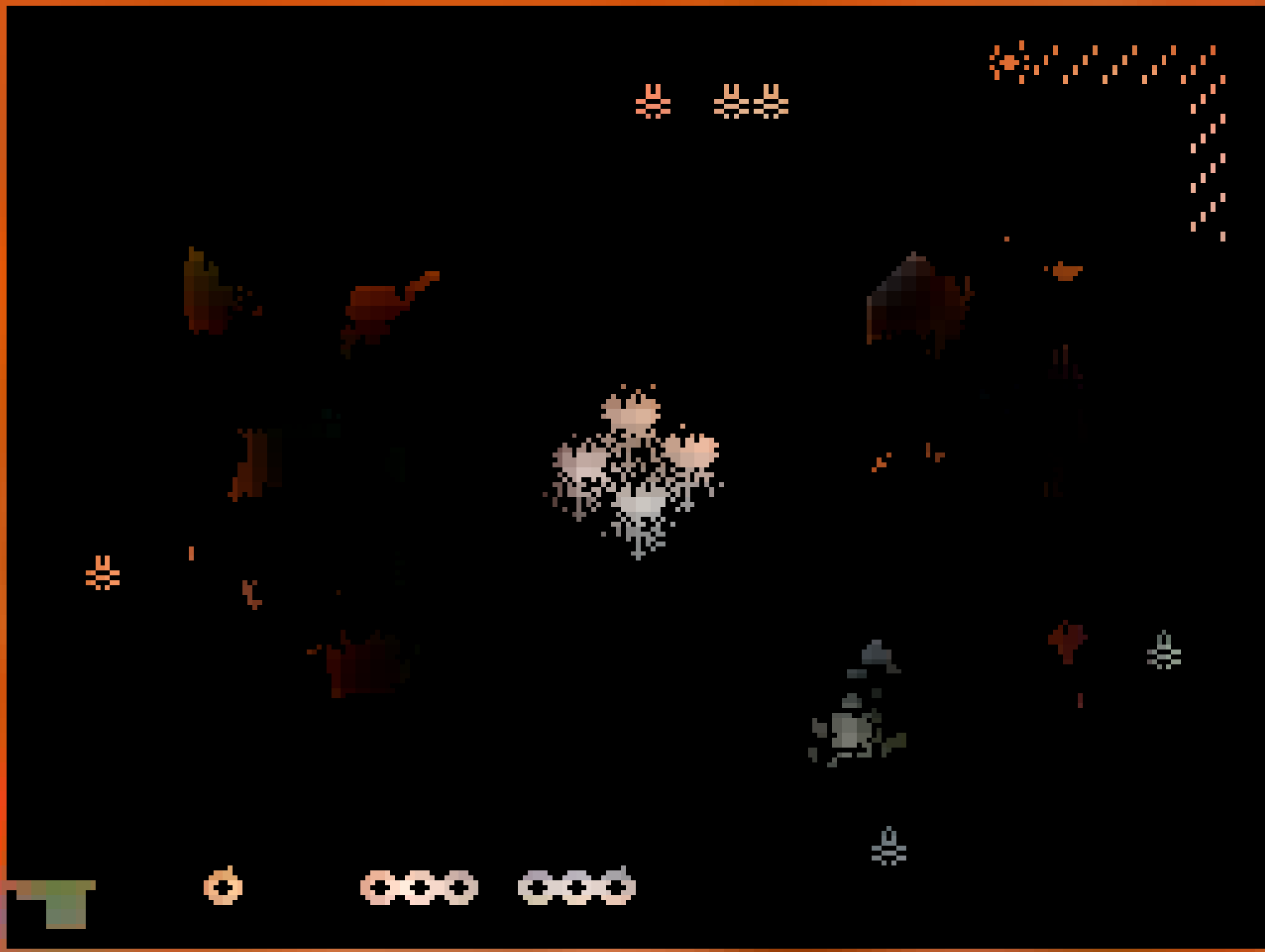
WRITTEN AND PRODUCED BY
SPARKY STARKS

CONCEIVED AND DIRECTED BY
THE MAD ELF

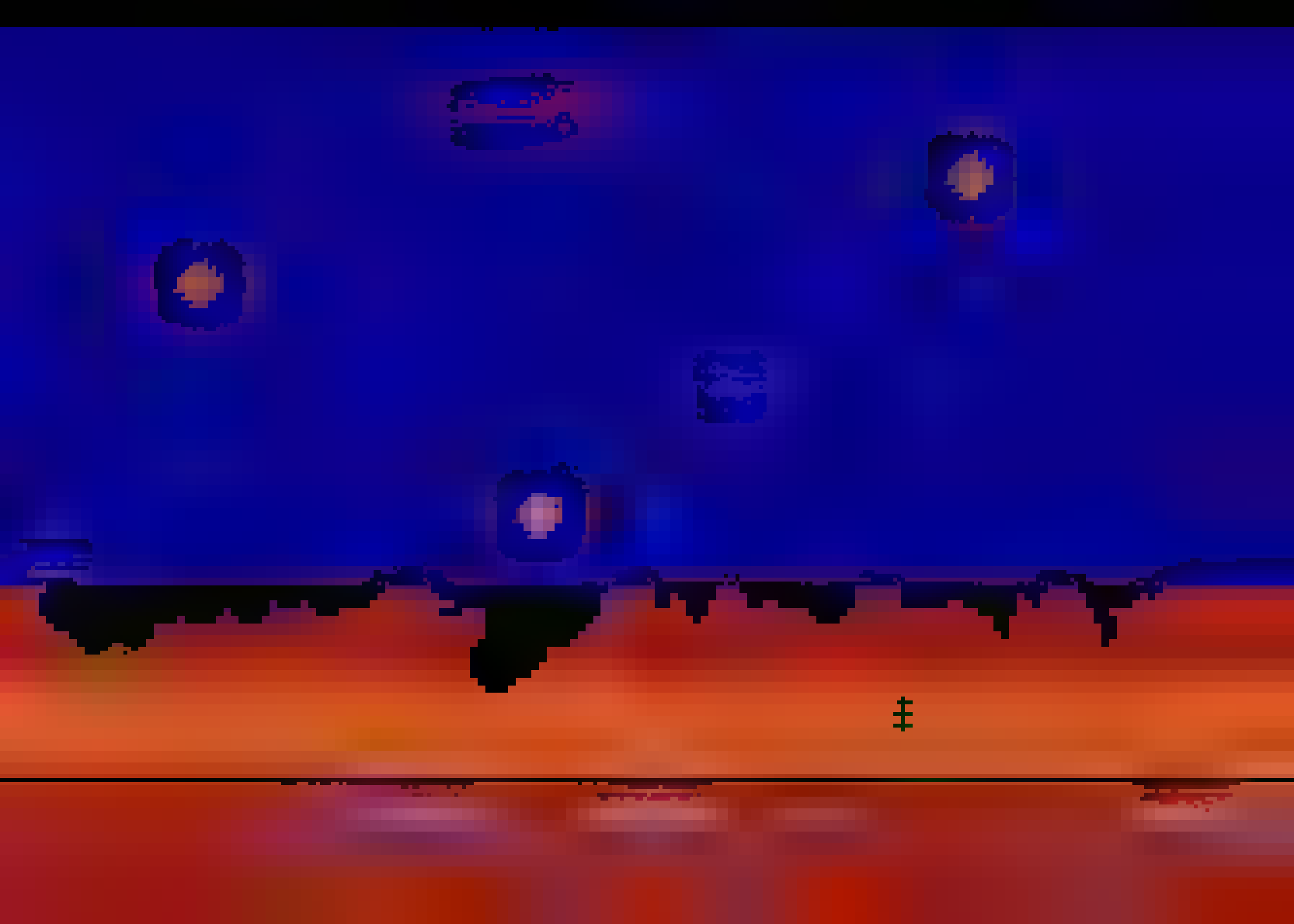
BROUGHT TO YOU BY
ADVENTURE INTERNATIONAL

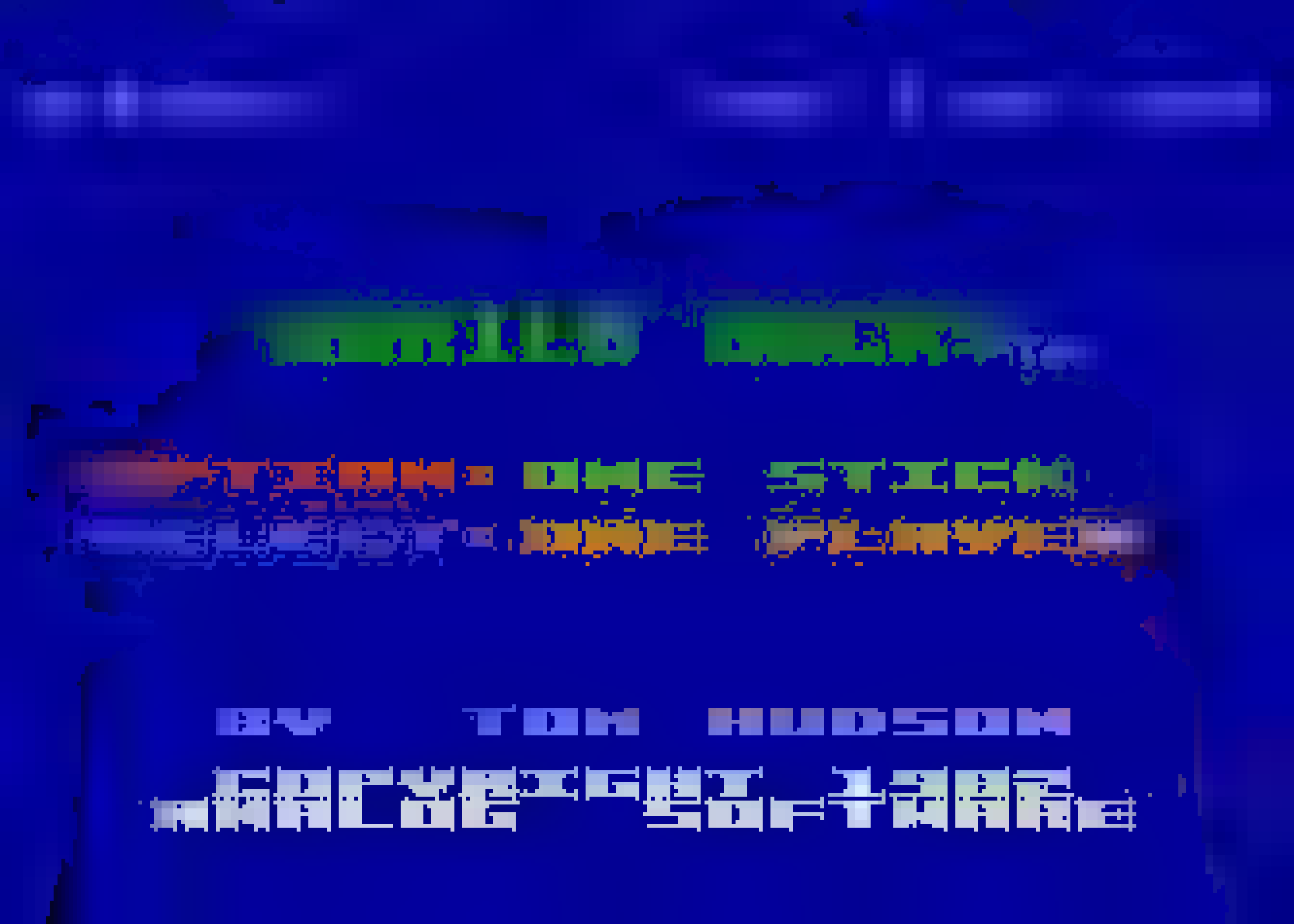
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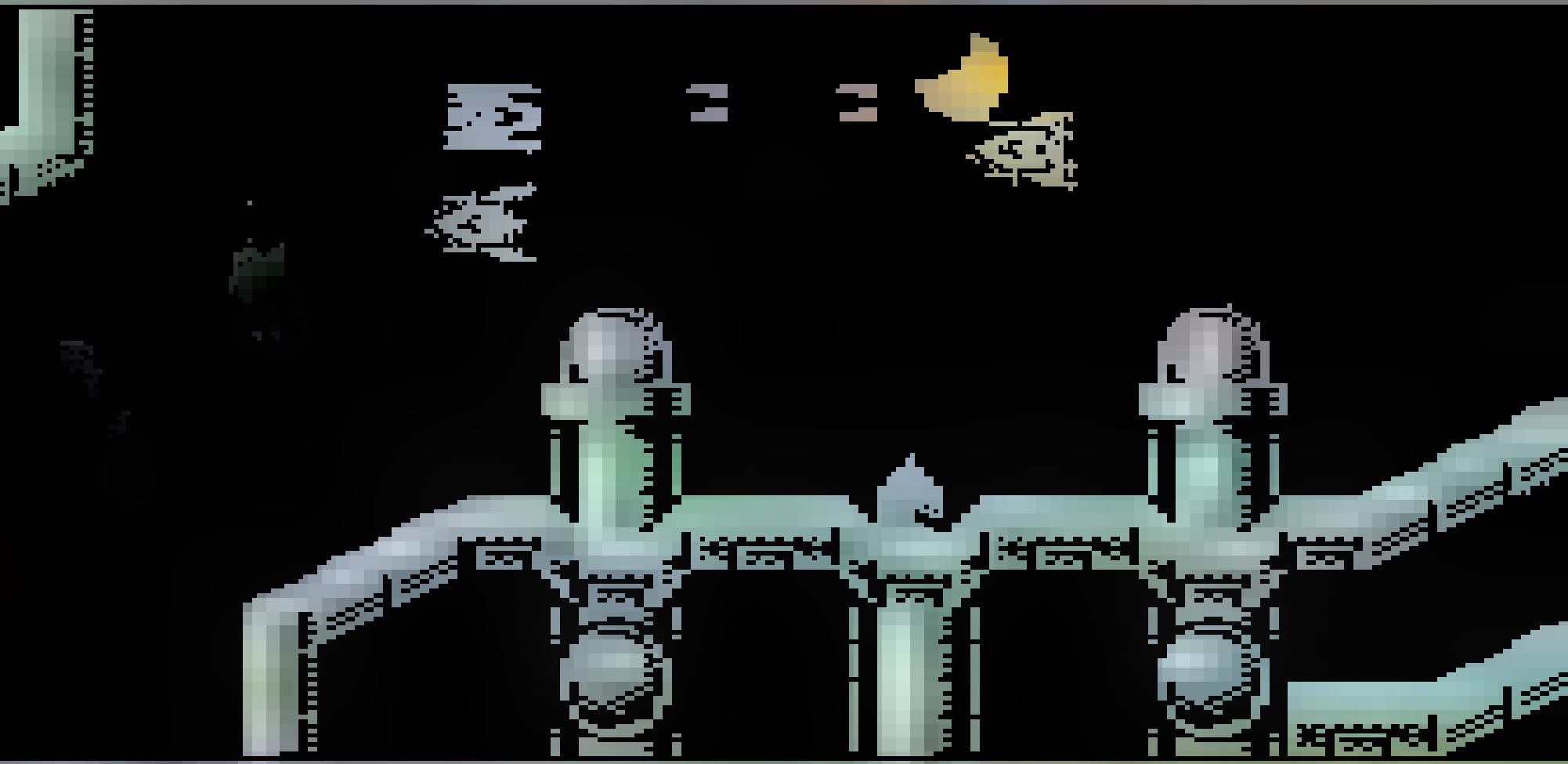
and the Elf built the bugs

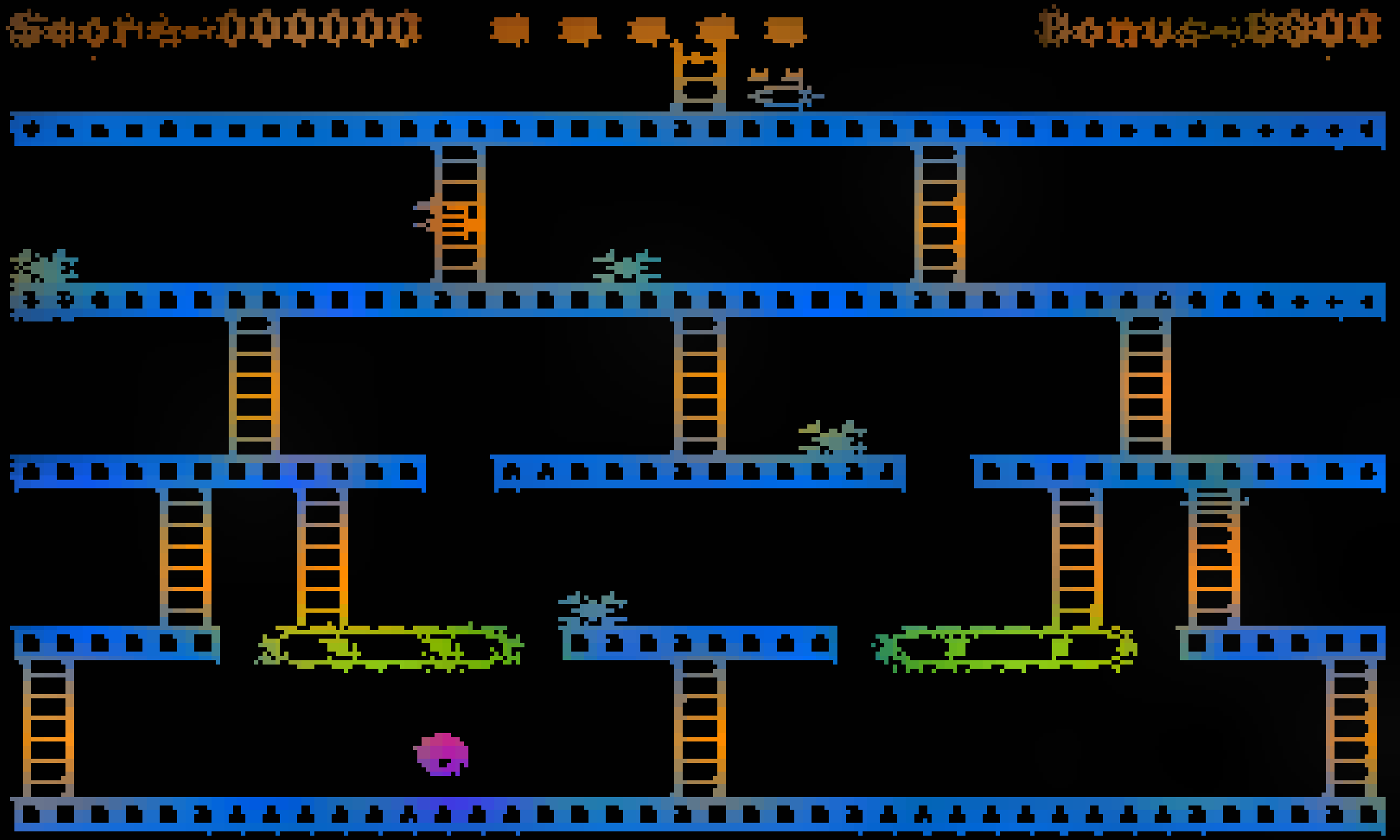


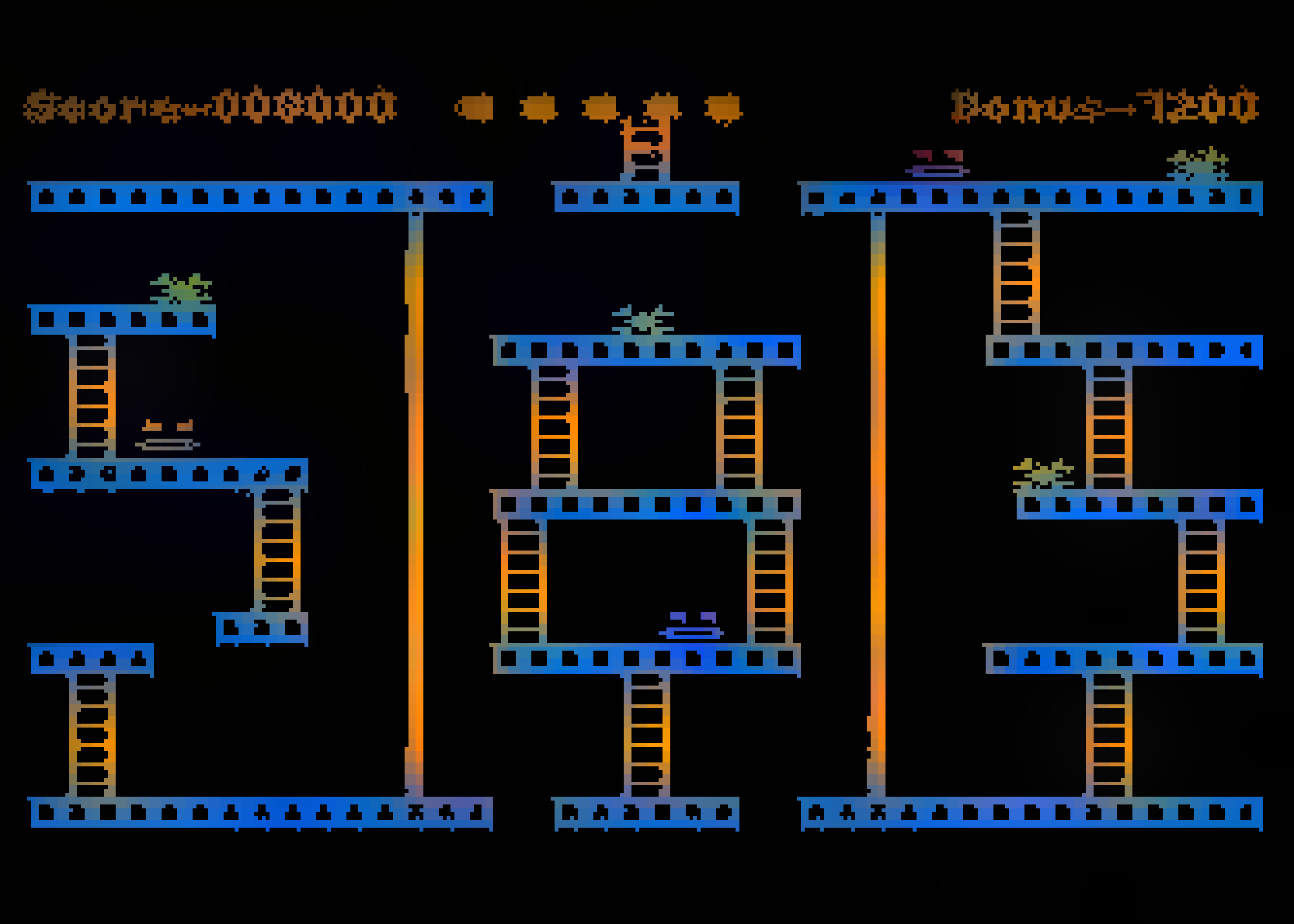

Bug OFF!
Last Score
High Score
Insert Coin or Press Start



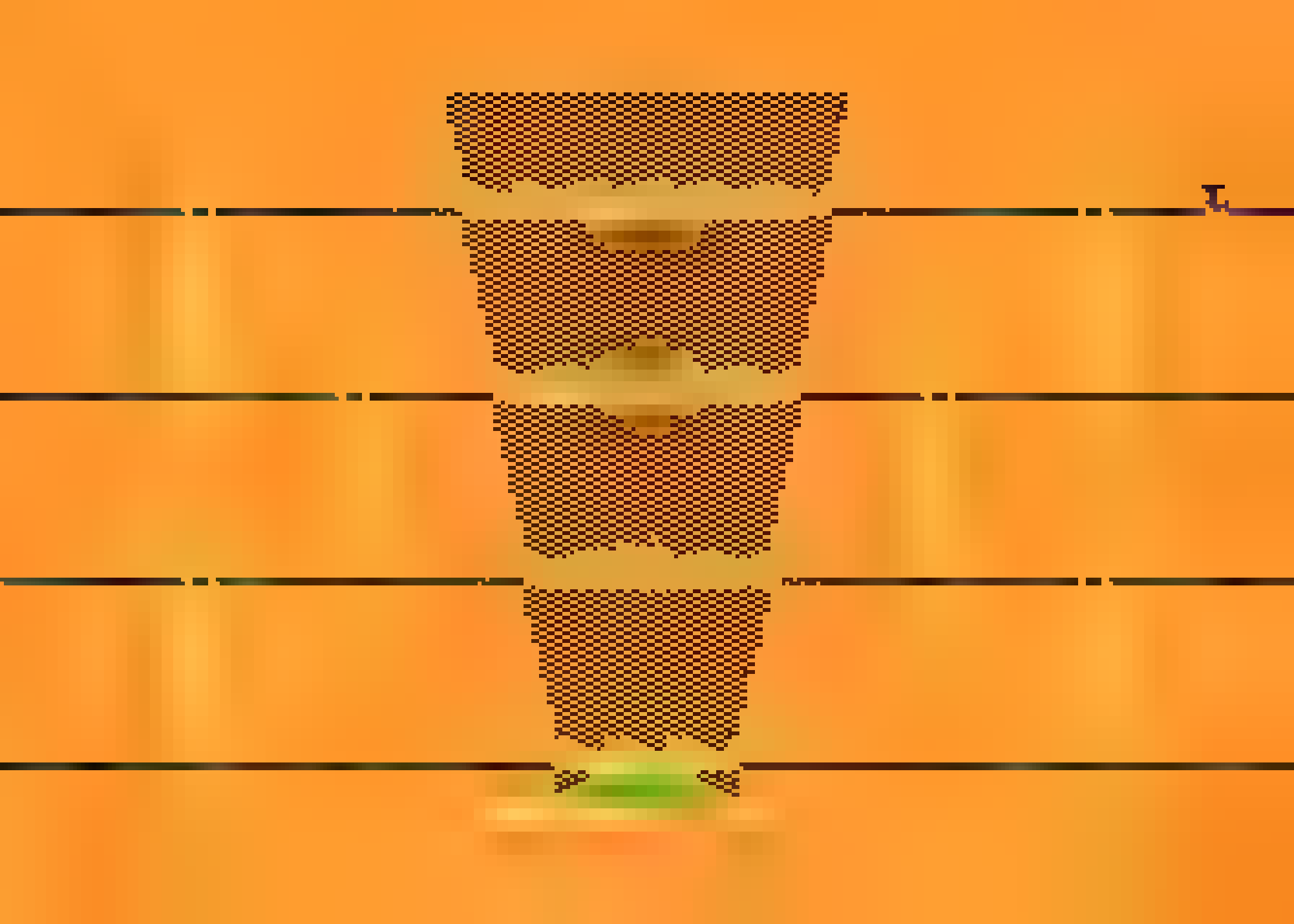

BY TOM HUDSON

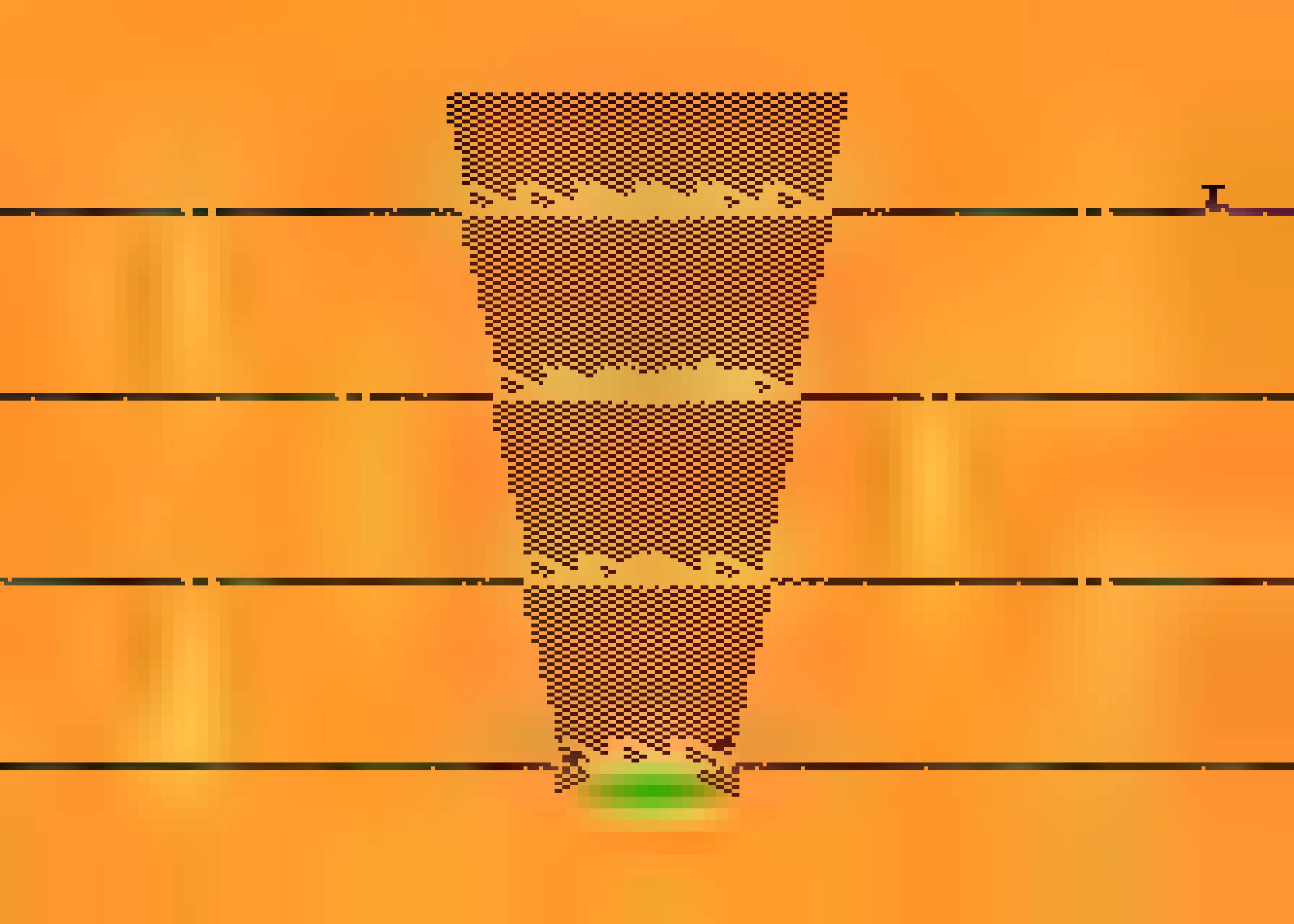




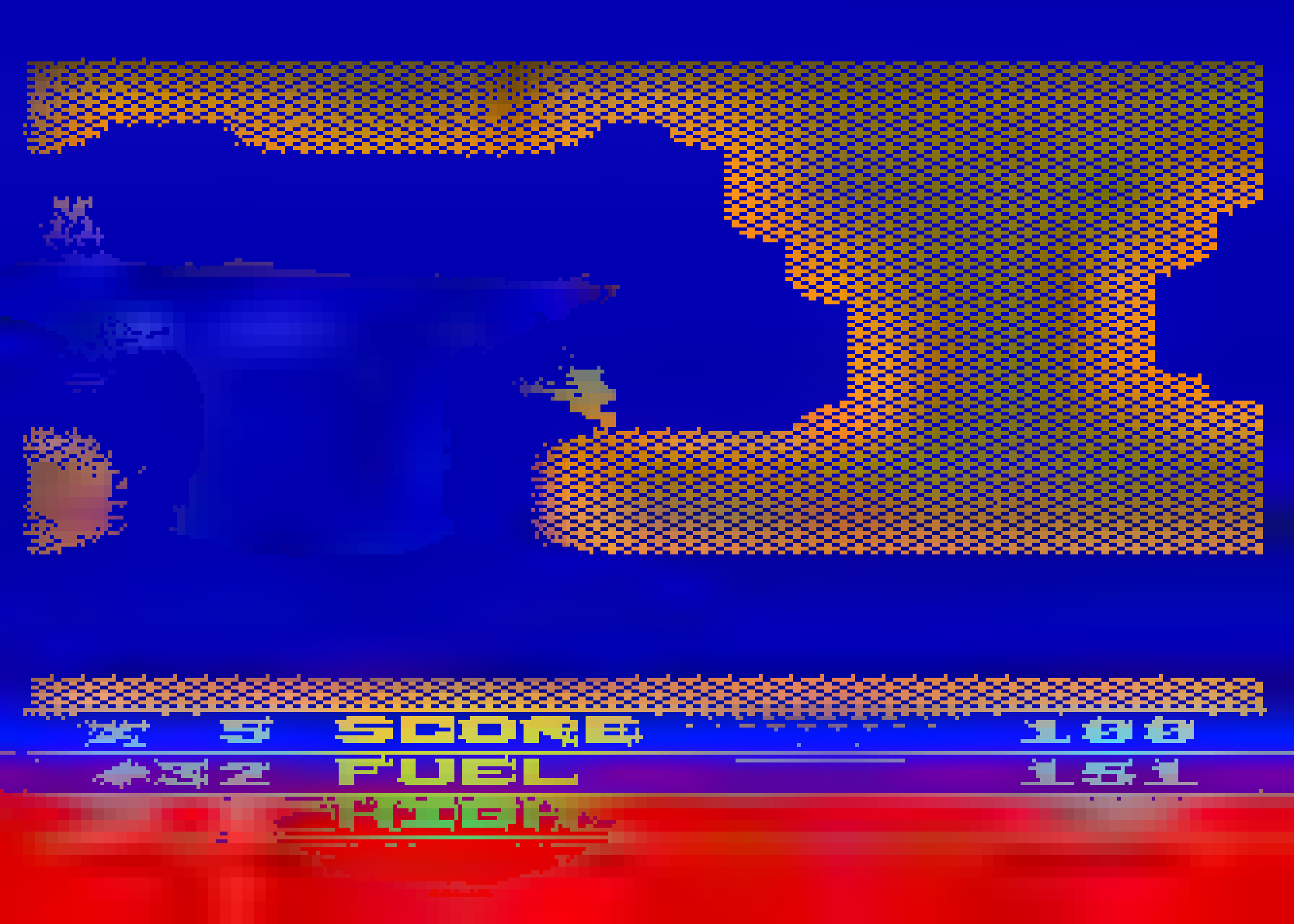

SCORE-000000
BONUS-7200


CANDY FACTORY
GAME
OVER

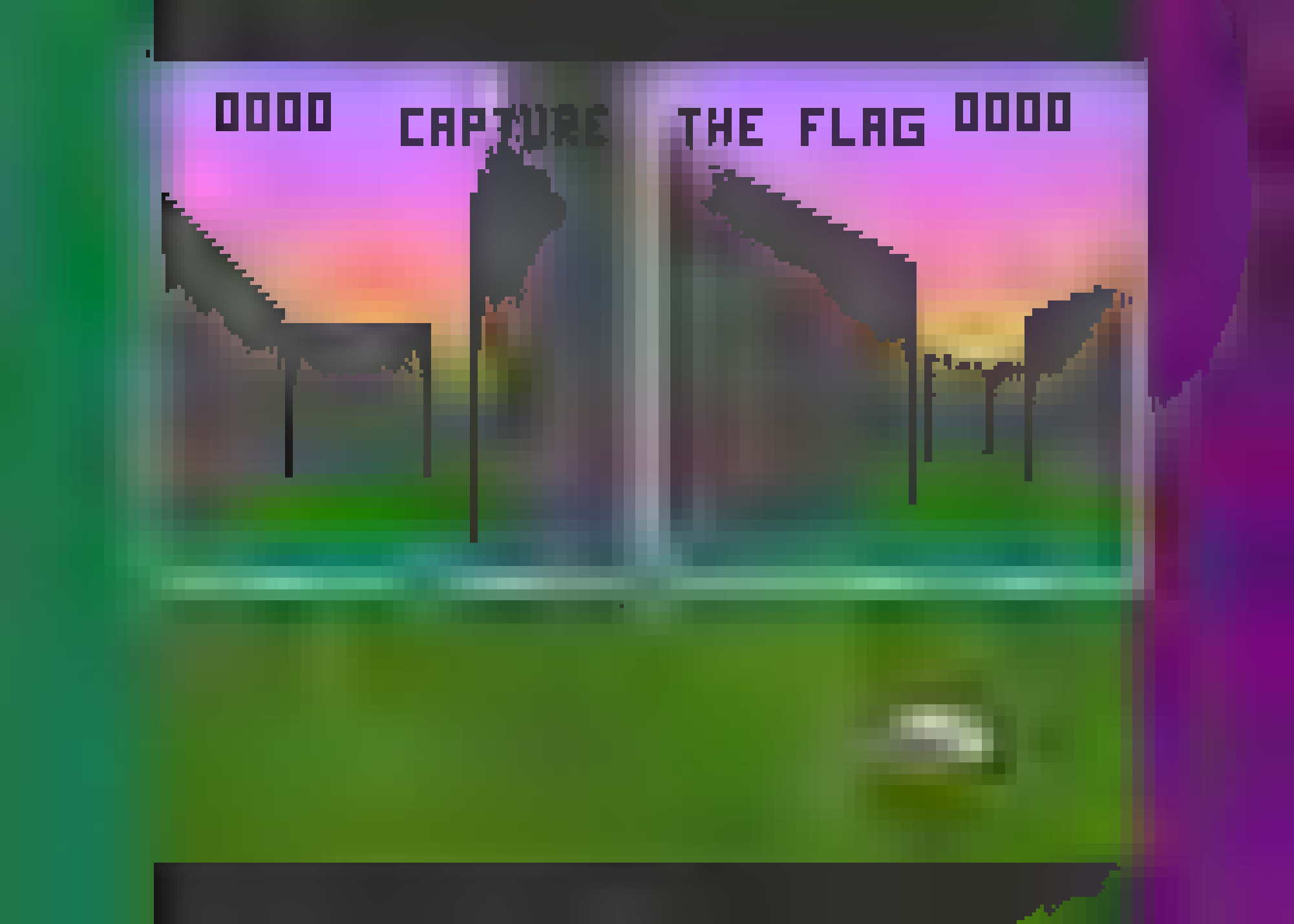





CANYON CLIMBER
COPYRIGHT 1982 BY BATASOFT INC.


SCORE
100
FUEL
161


INHOME SOFTWARE
BOBBLE
COPYRIGHT © 1983
BY BOB CONNELL
SCORE
FUEL


OOOO CAPTURE THE FLAG OOOO


CAPTURE THE FLAG


CAPTURE THE FLAG

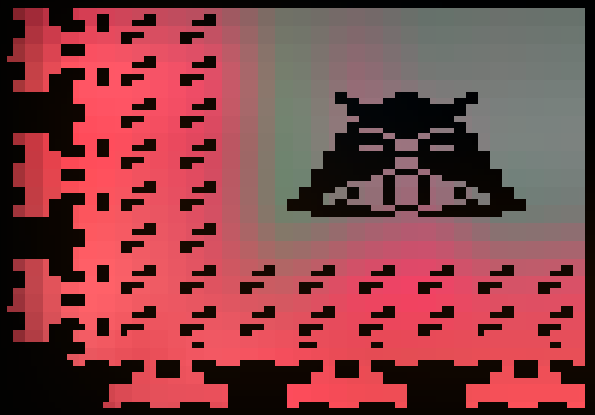
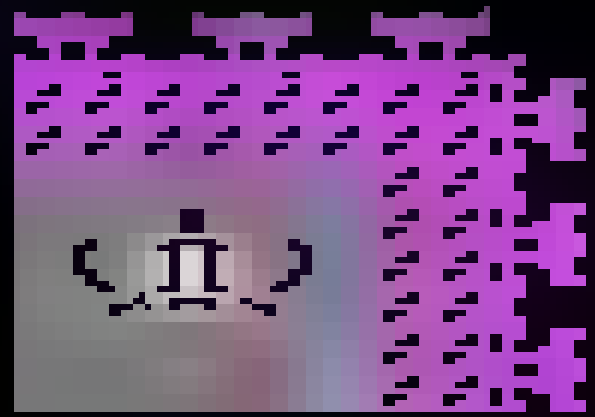
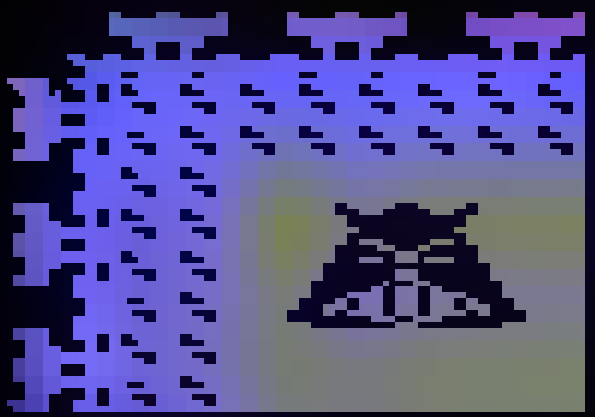


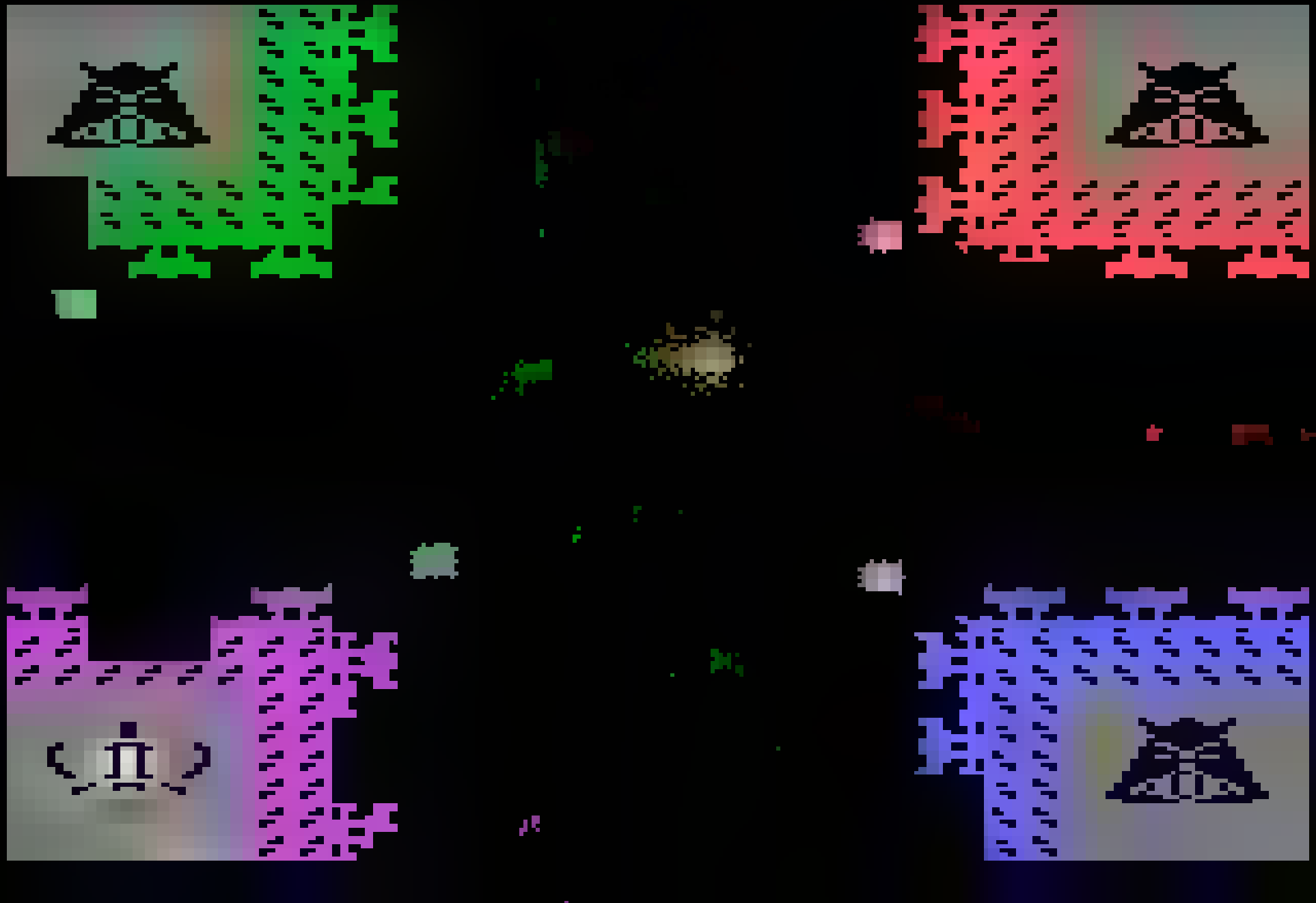


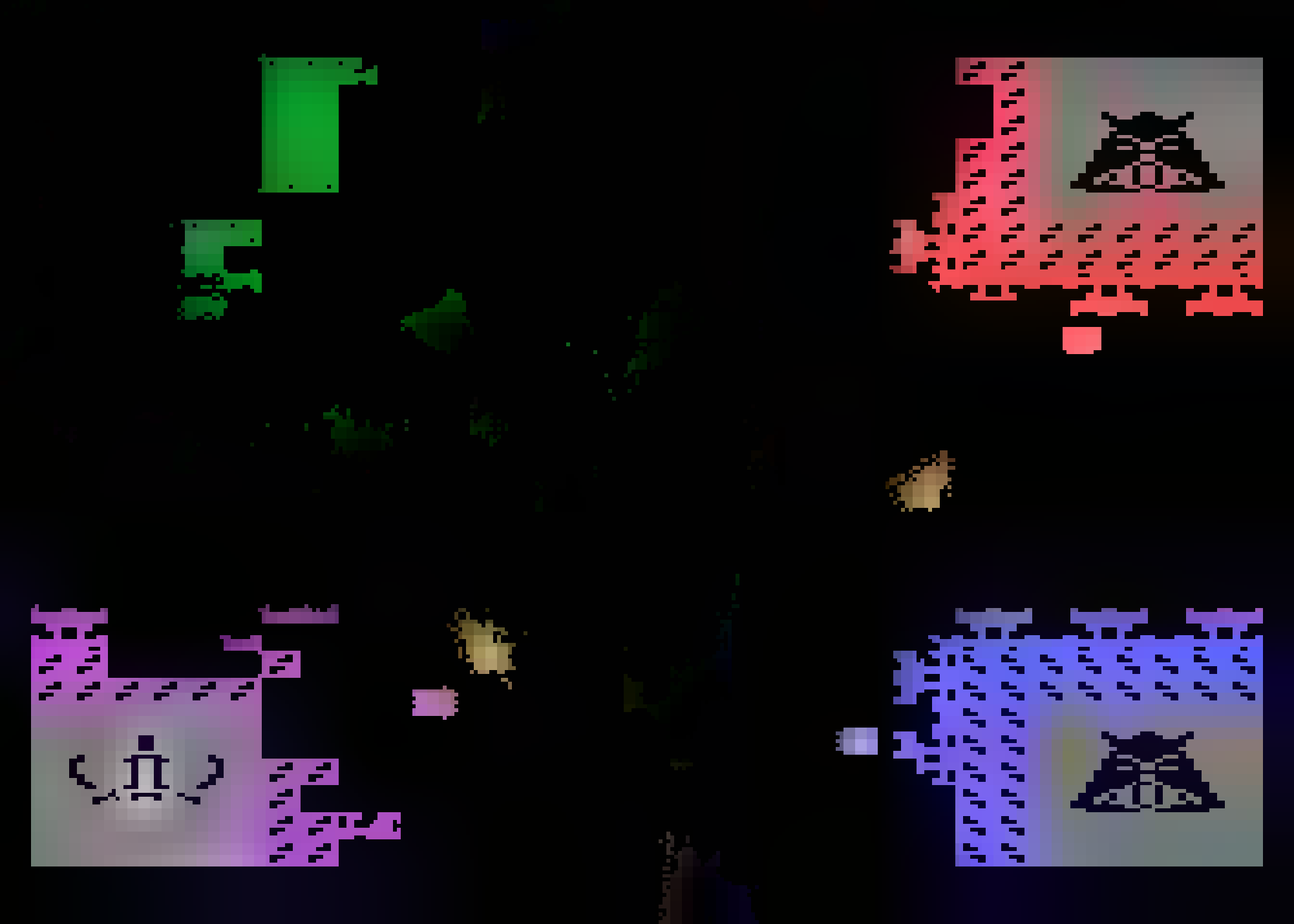

PARUTIAL MACCARE
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ONE PLAYER











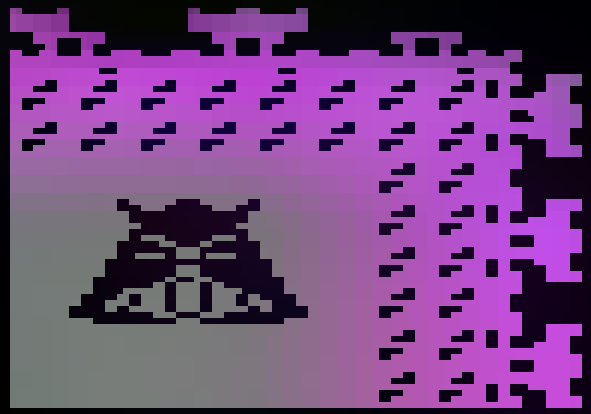


BASIL BASIS

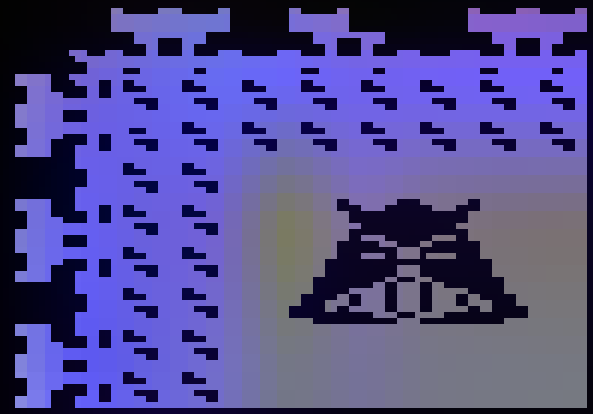


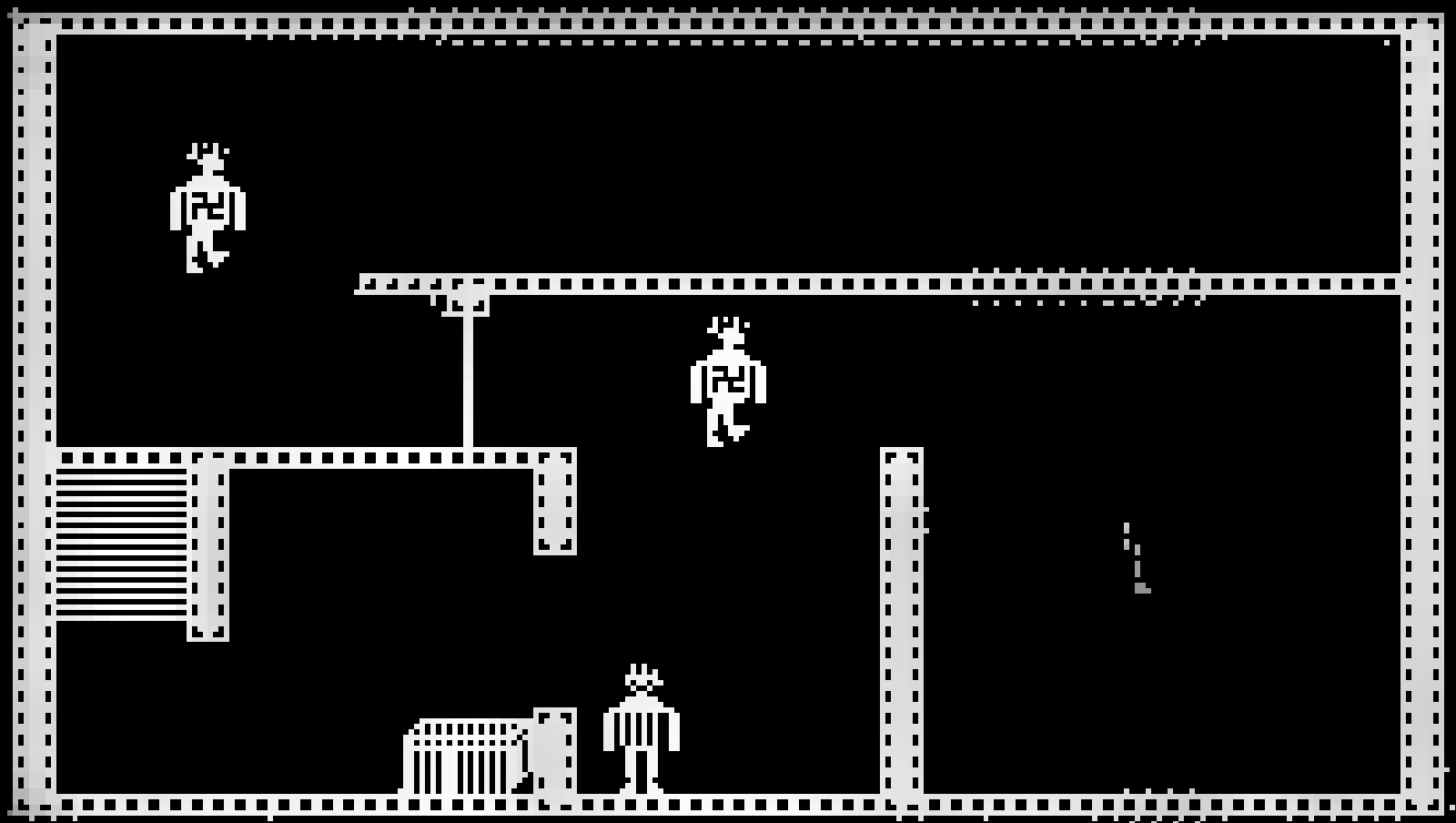
1 PLAYER

BATTLE FOR POINTS



TEAM HI SCORE 2675





[illegible] the [illegible] [illegible].

The Matzis brought you here. To get information out of you before they kill you. That's what this place is for. If you listen you can hear the screams. They've already worked me over and I'll never get out alive. But maybe you can with this gun. It got it off the dead guard before they caught me. [illegible] [illegible] — [illegible] [illegible] [illegible].



CASTLE

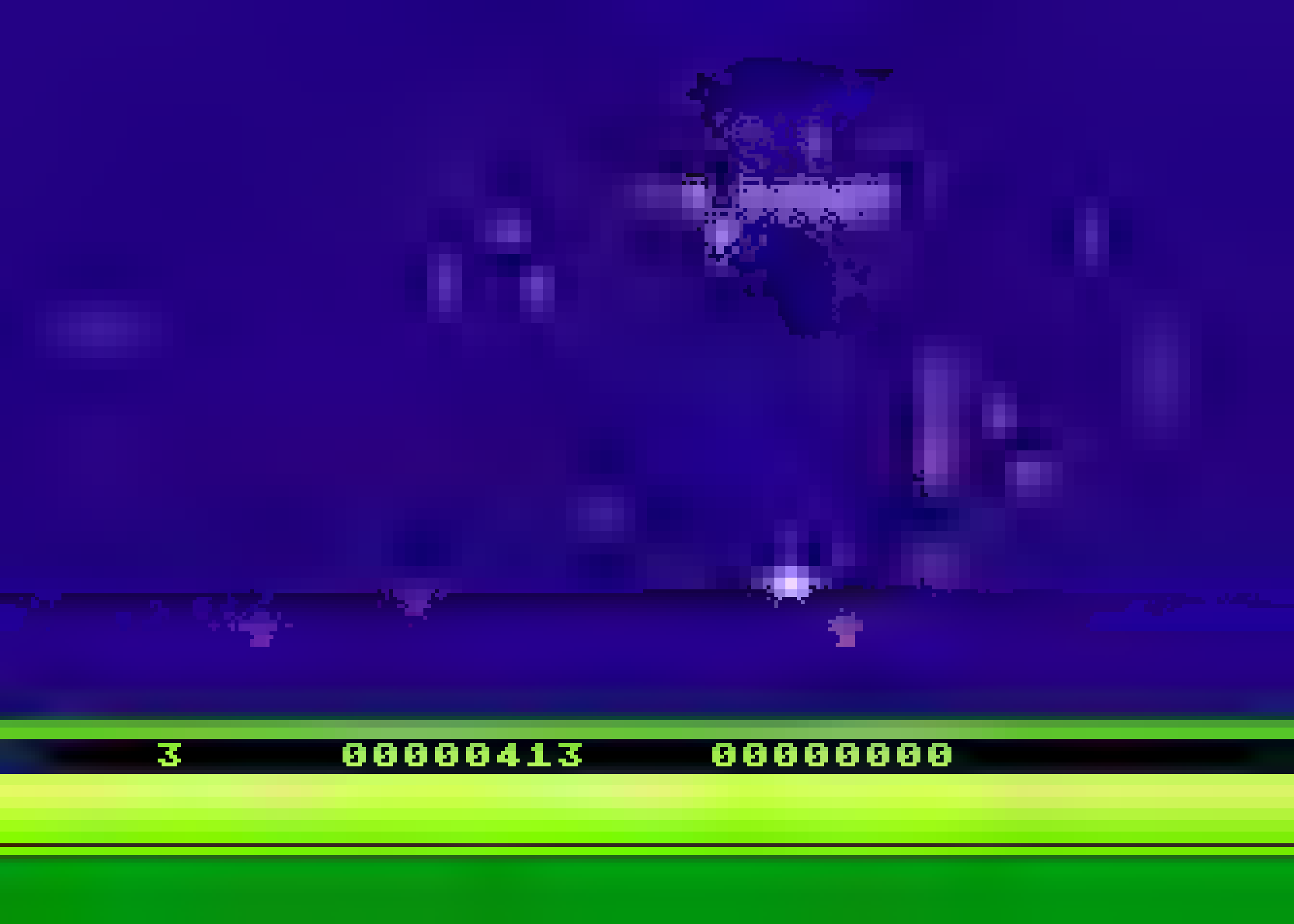
Wolfenstein

BY SILAS S. WARNER

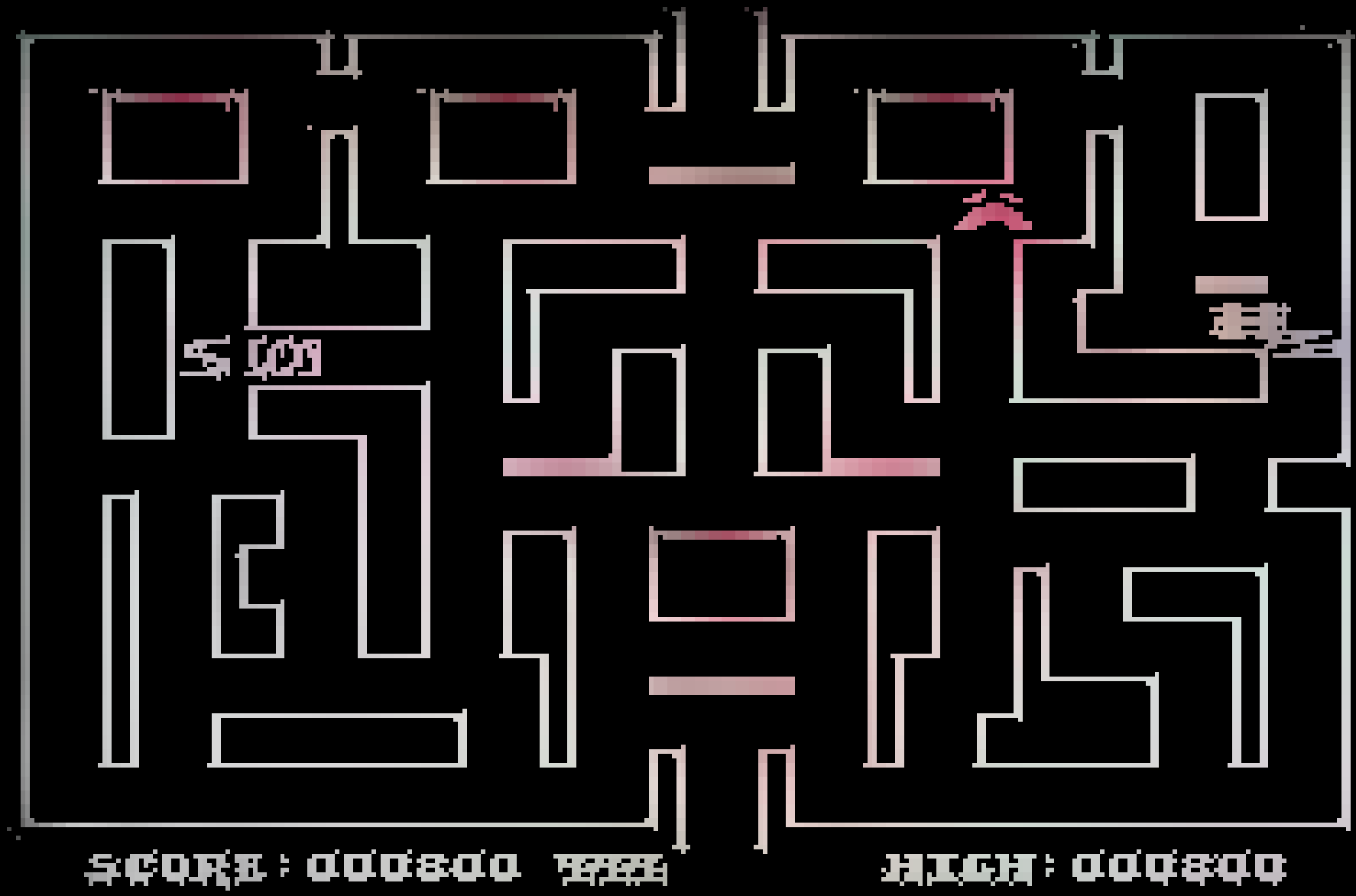
PRESS START TO BEGIN

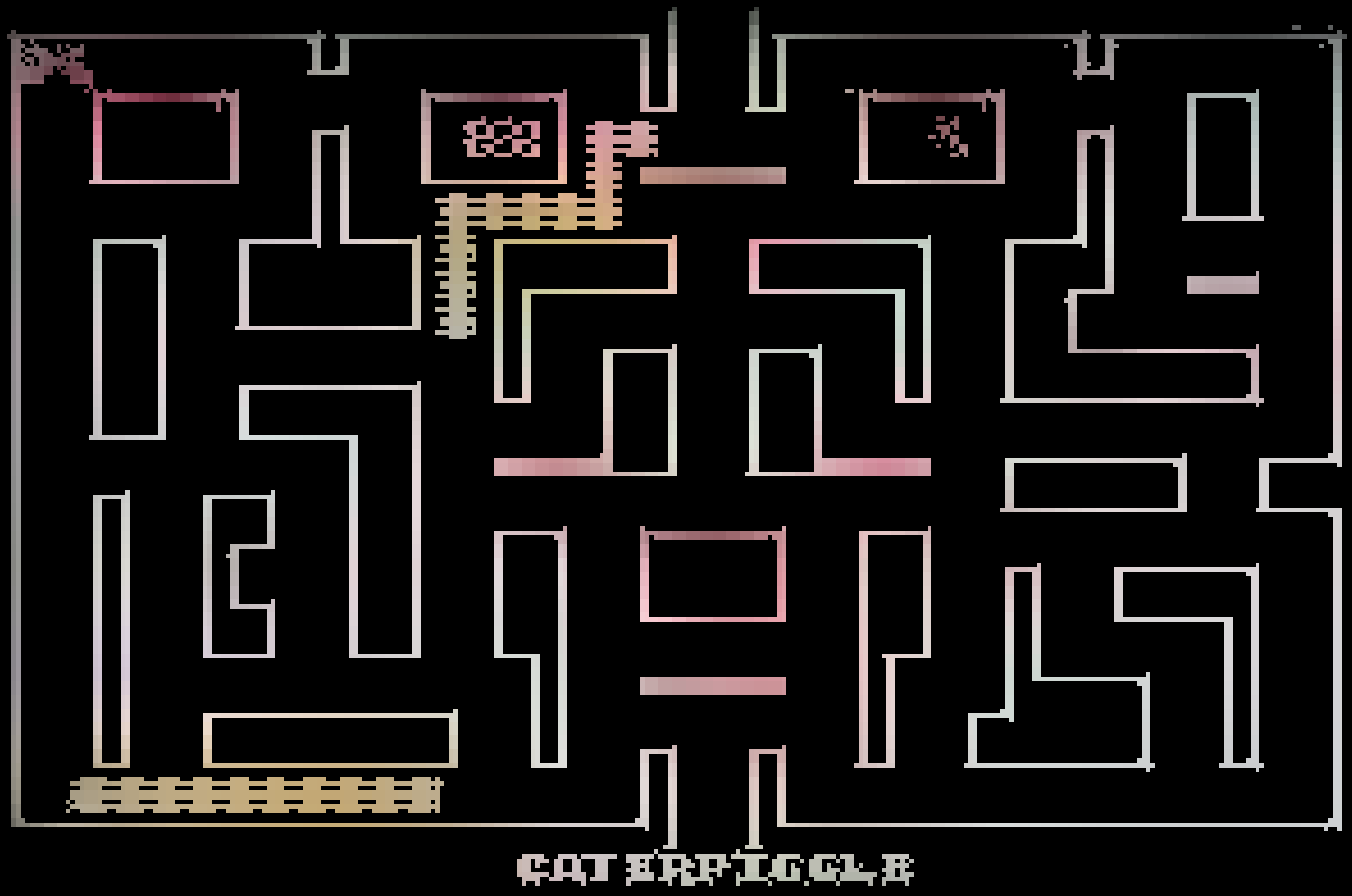
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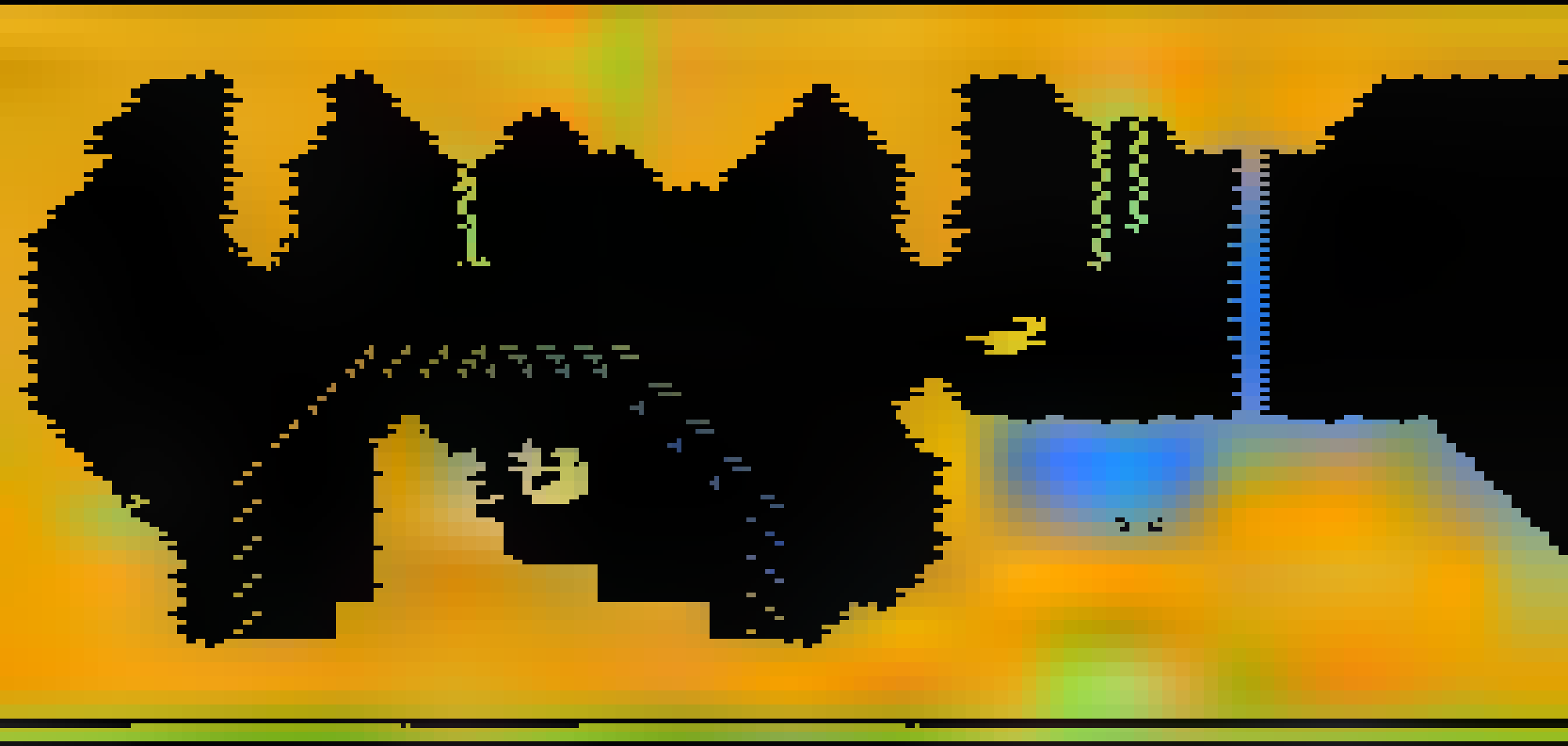
MUSE™ SOFTWARE


3 00000413 00000000


TORPEDO

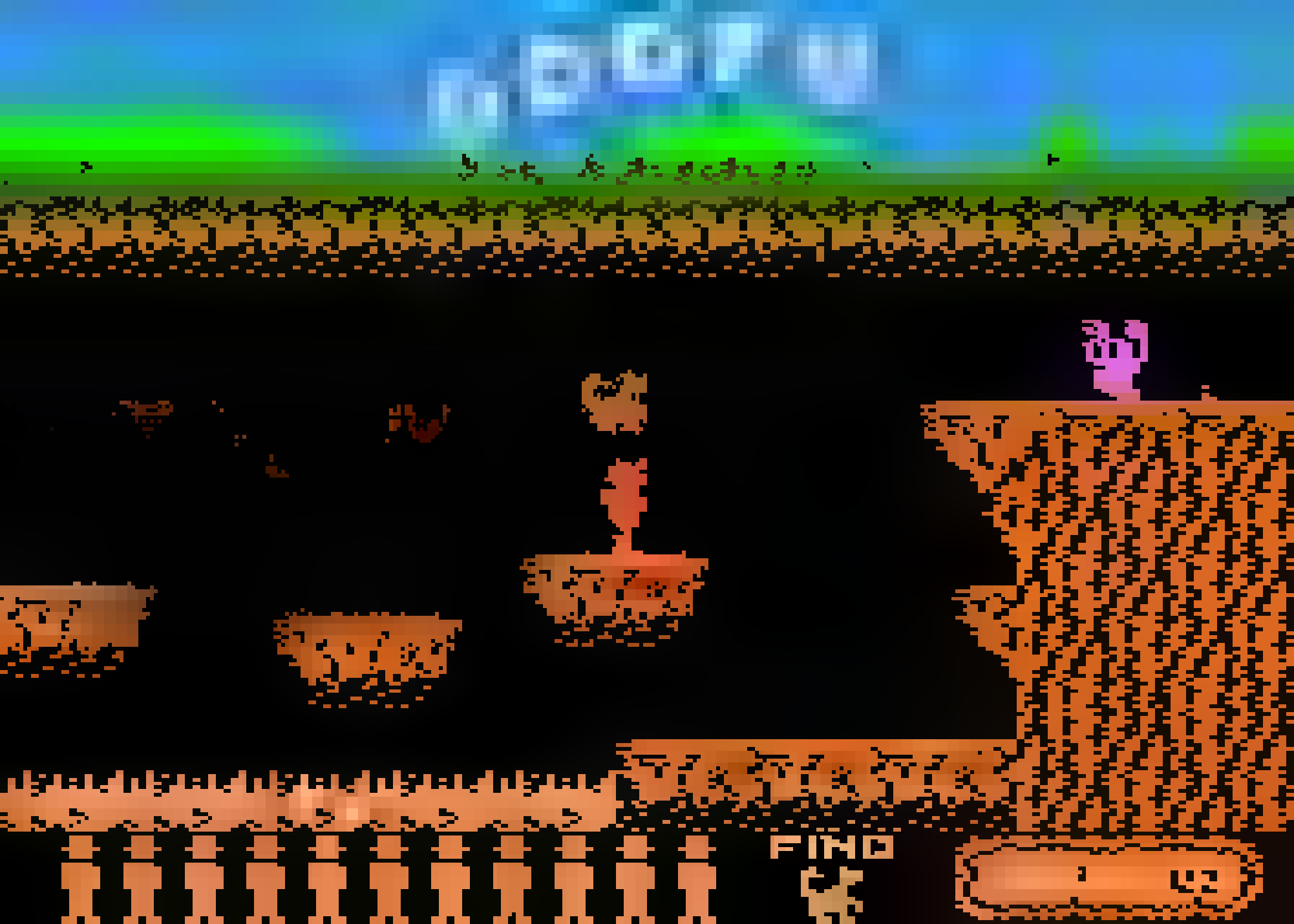

SCORE:000800
HIGH:000800

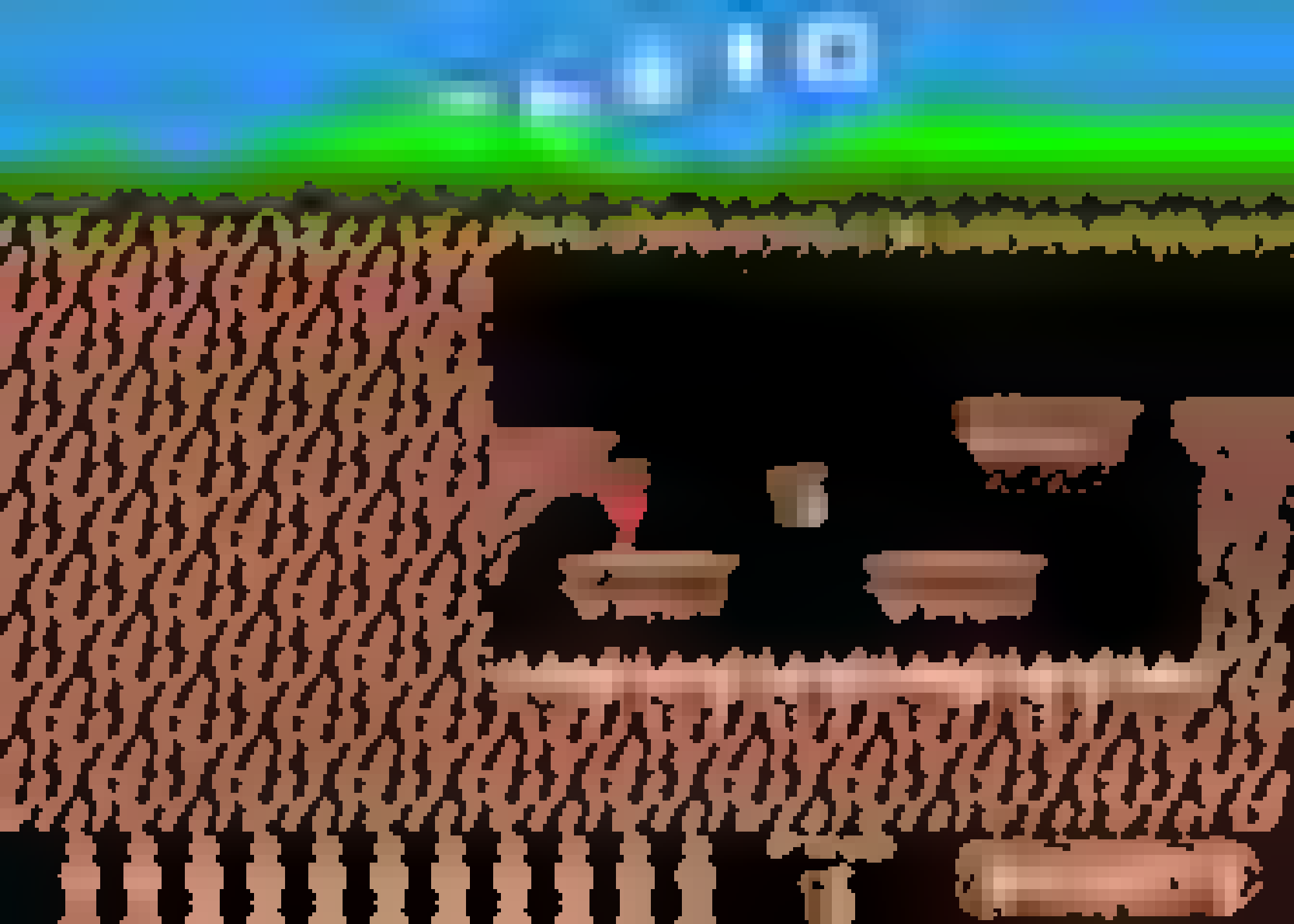

CATERPIGGLE



STAERKE:100 GOLD:0
Suche die Krone und bringe sie zu Mir!


ARCELORD
ANFAENGER
1 SPIELER
START ODER KNOPF


FIND

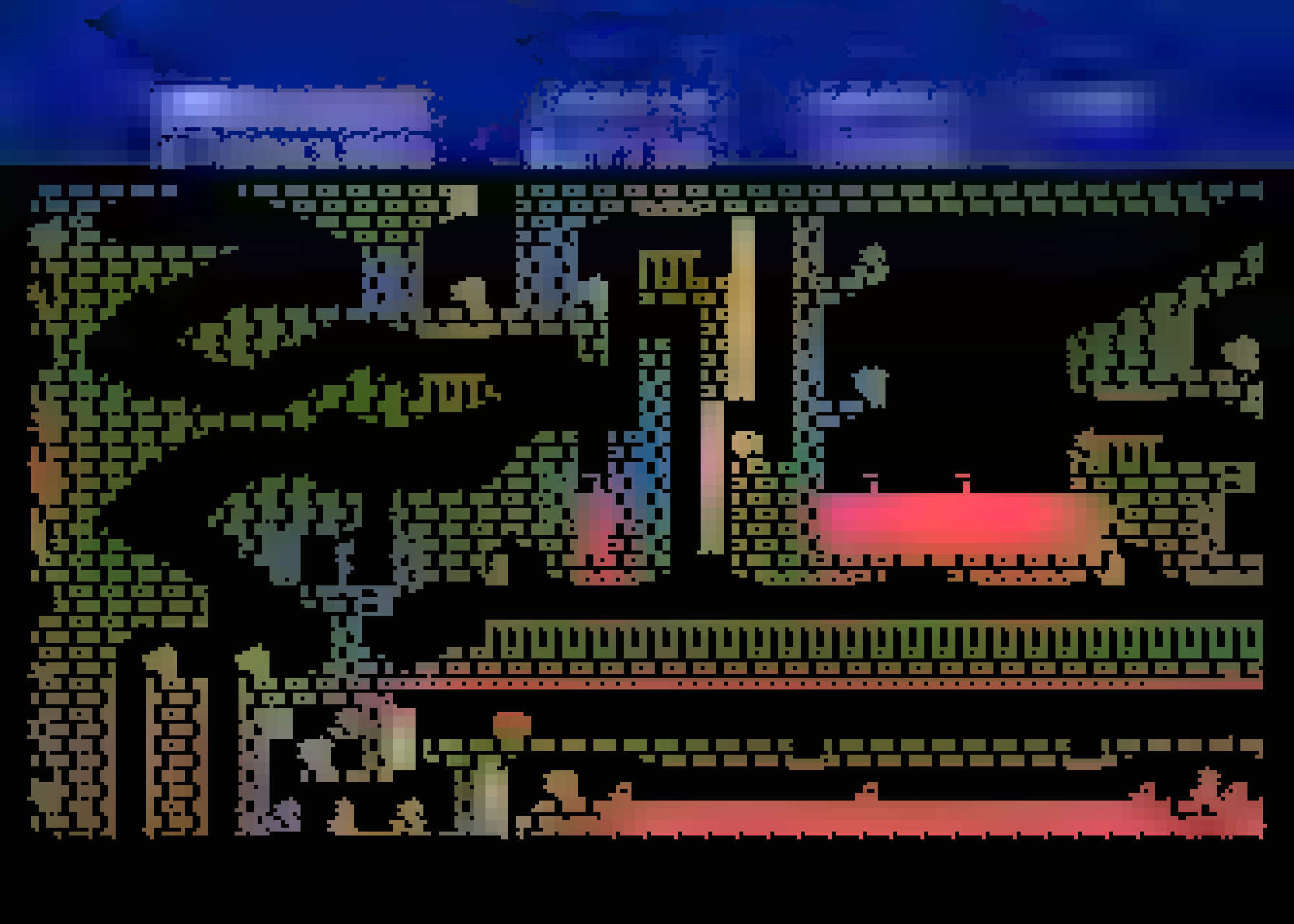


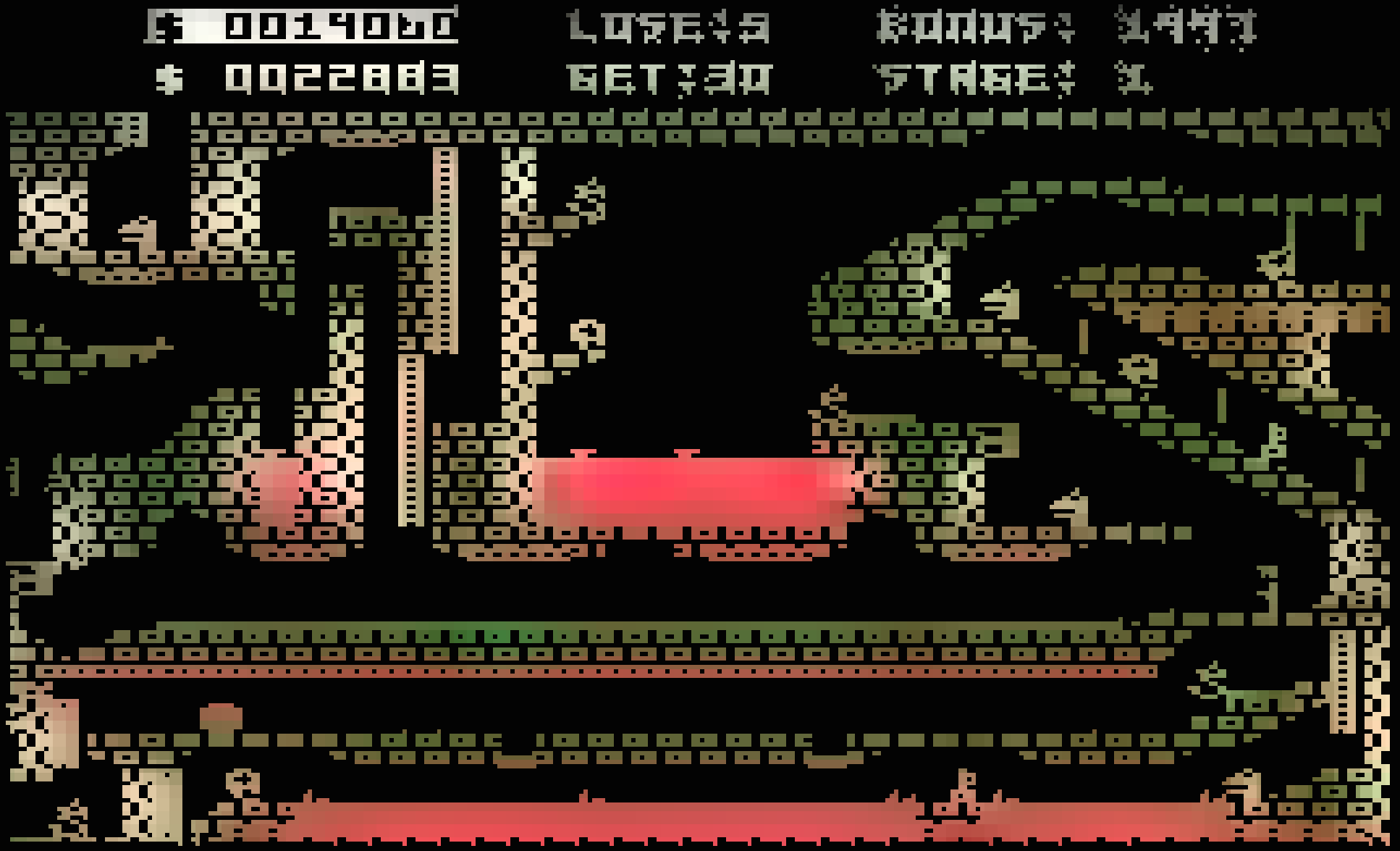


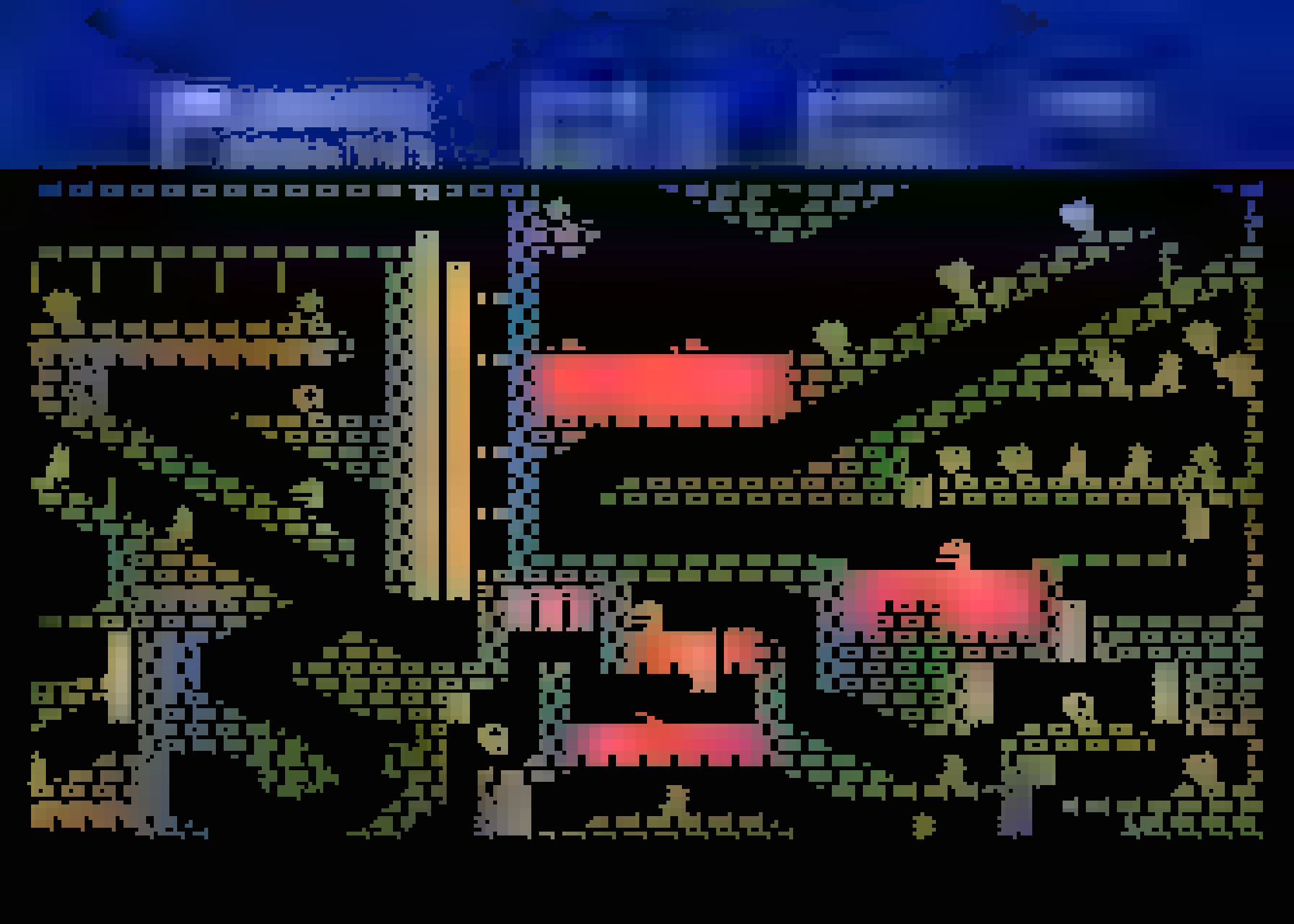
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ZEPPELIN GAMES

PRESS FIRE TO PLAY

BY IAN MACKINTOSH AND RICHARD MOWS

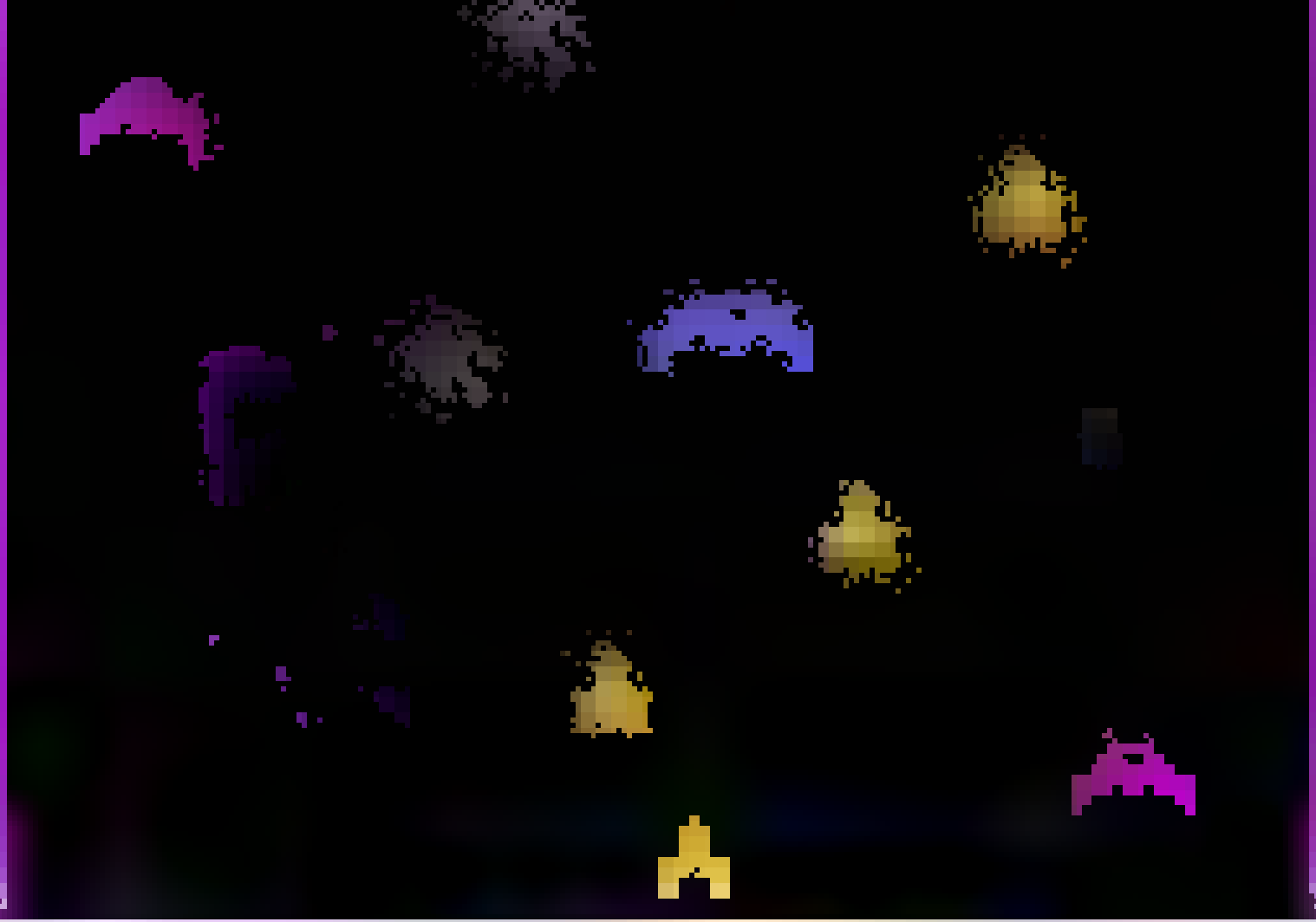


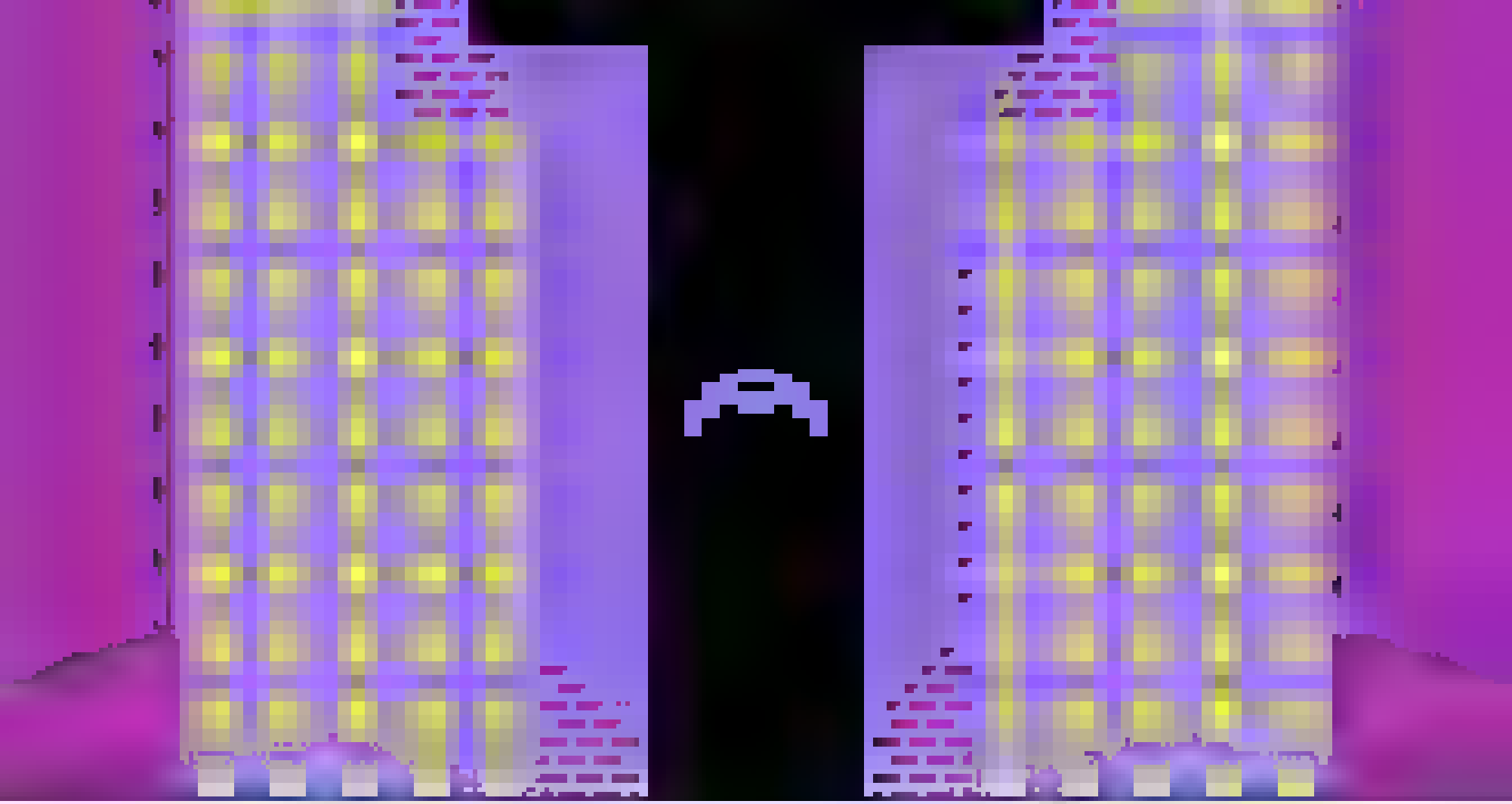

$ 0022083
BET:30
STAGE: 1

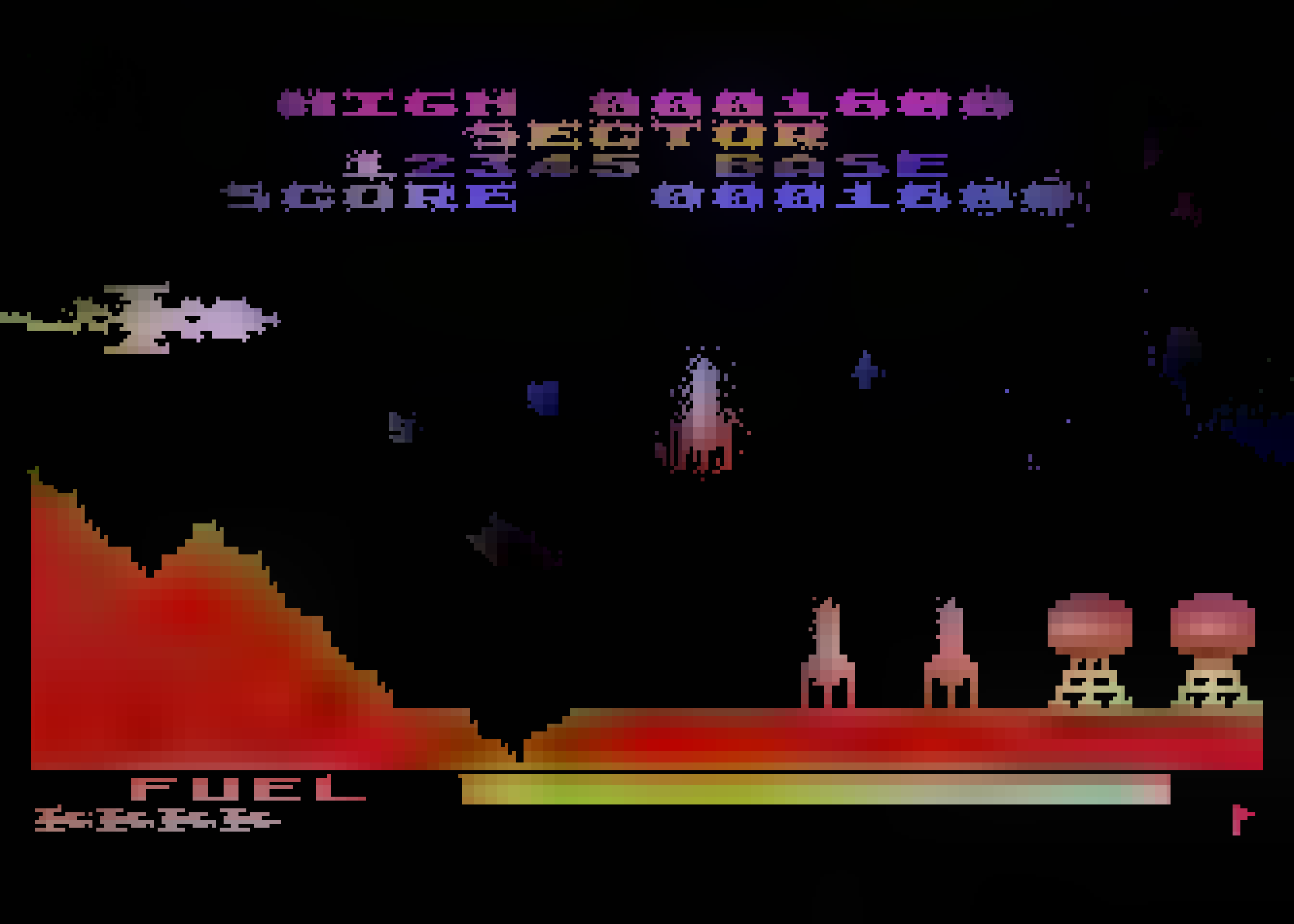



Caverns
of
Khafka
©1983 COSMI
by
Robert T
Bonifacio


SCORE 1920
1 2 3 4 5 BASE
AAAA FUEL 76
NOVICE


SCORE 6720
1 2 3 4 5 BASE
AAAA FUEL 69
NOVICE


SCORE 23700
1 2 3 4 5 BASE
FUEL 13
NOVICE


HIGH 00016000
SECTOR
1 2 3 4 5 BASE
SCORE 00016000
FUEL


CAVERNS
OF
MARS
II

CAVERNS OF MARS



NOVICE

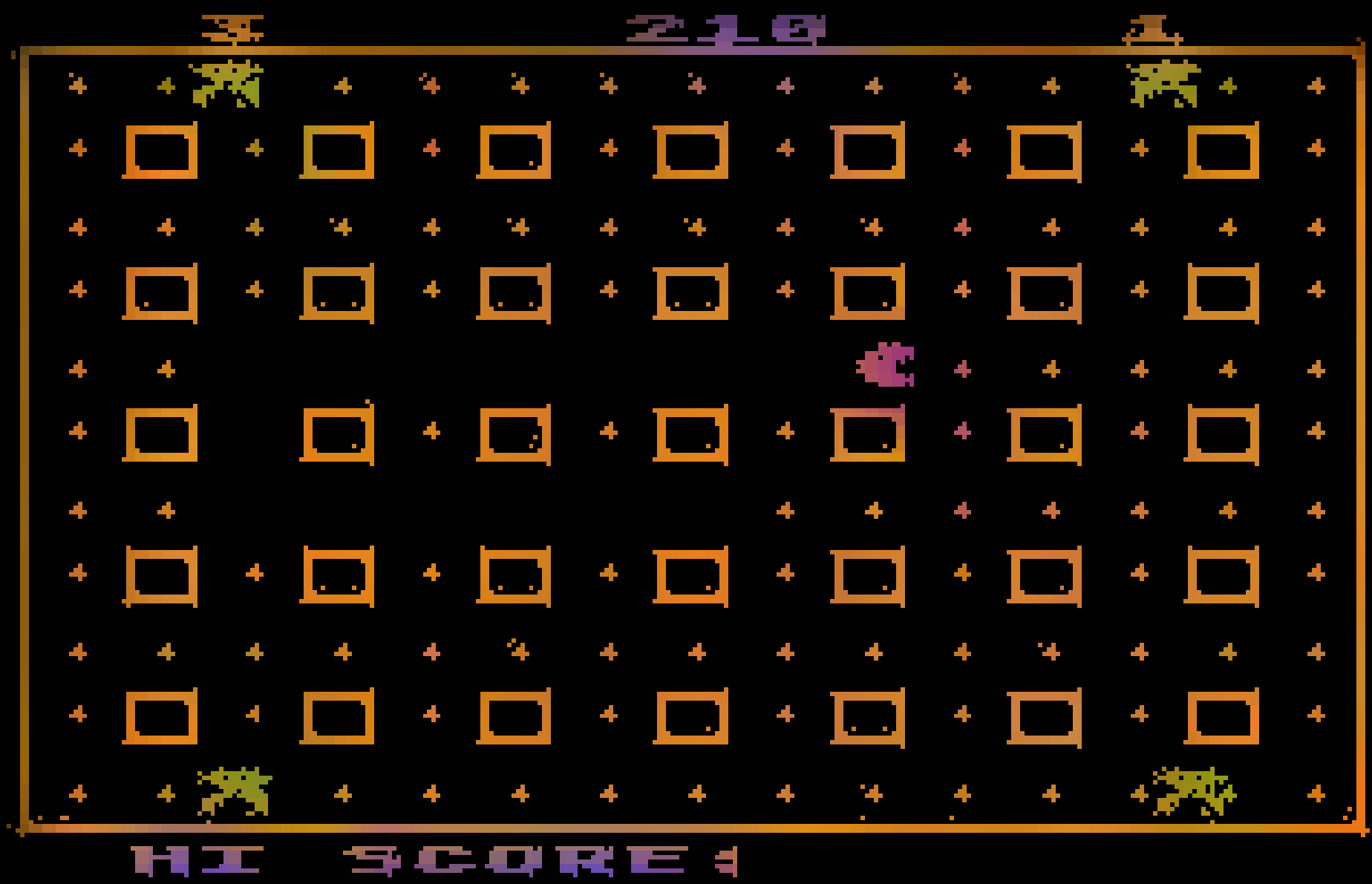


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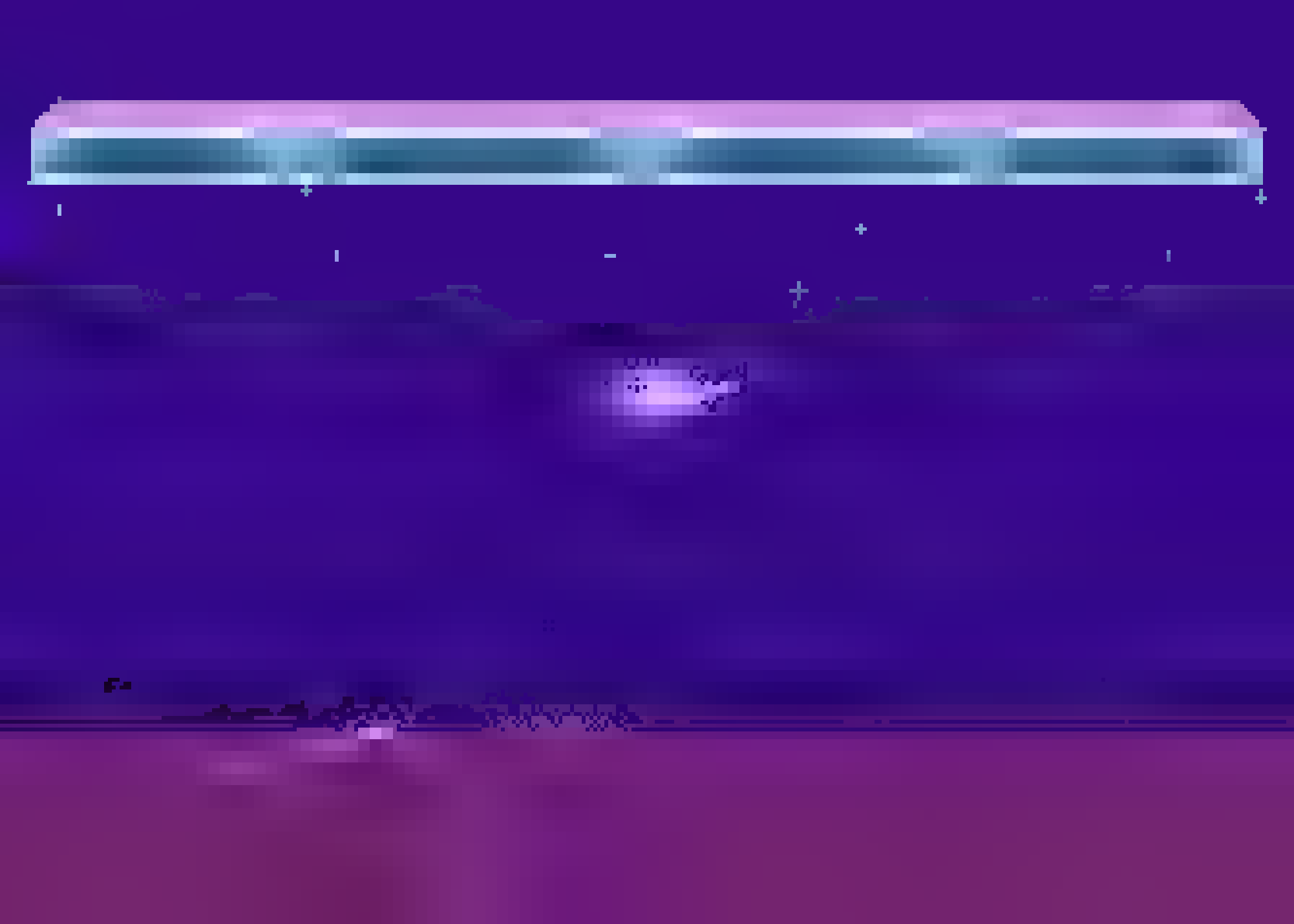


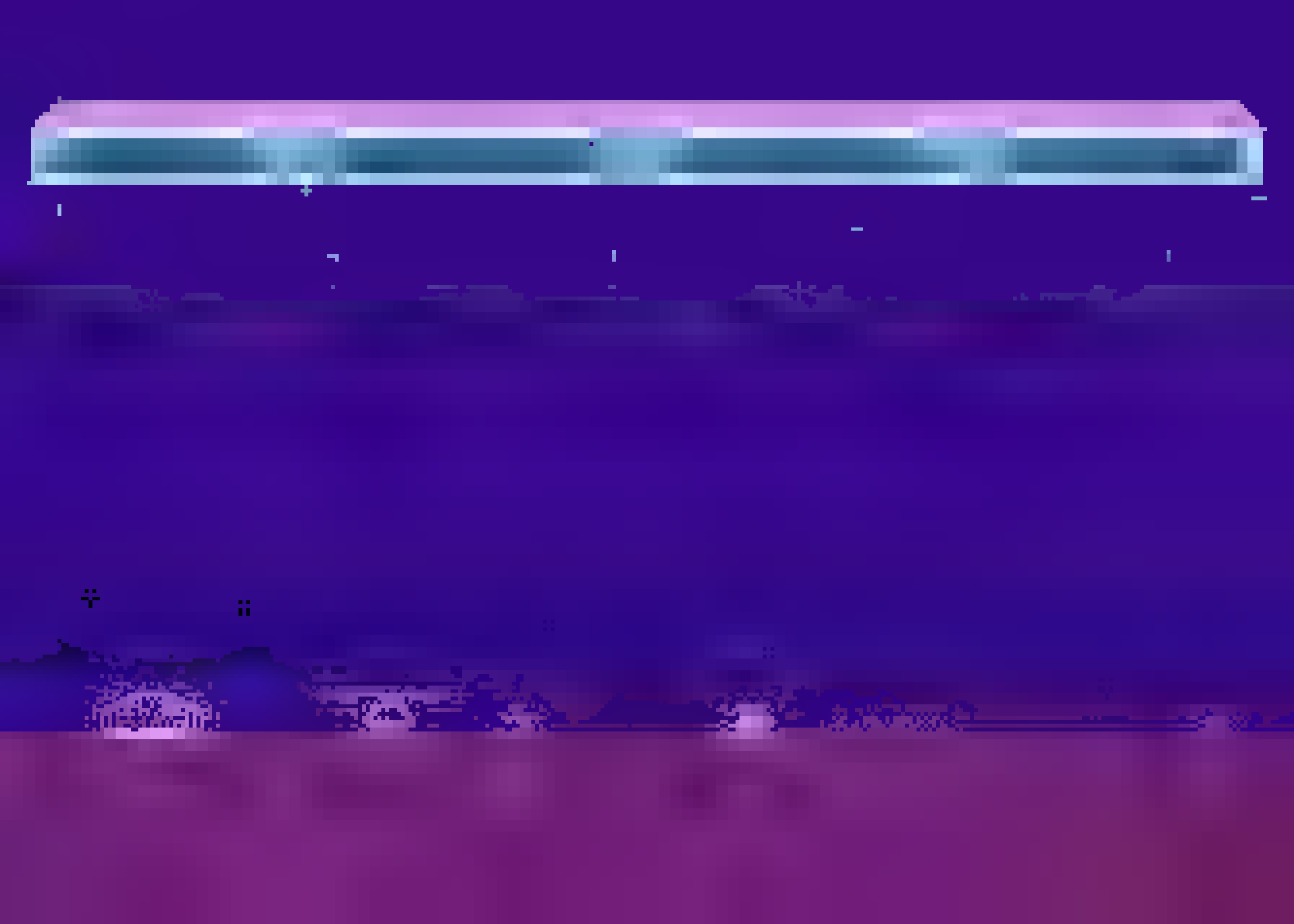



CENTIPEDE
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PRESS START


3
210
1
HI SCORE:

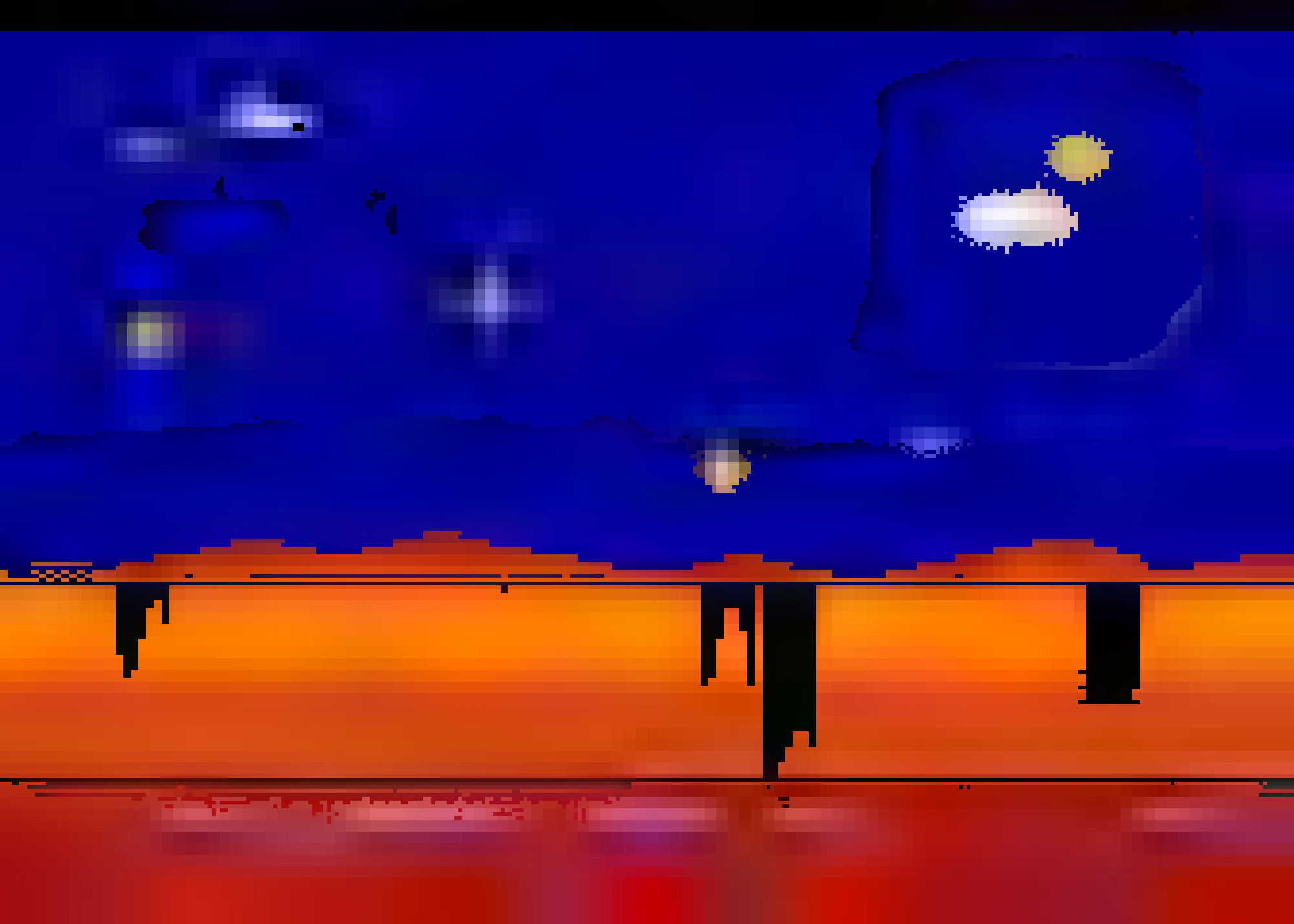

CHOMPER



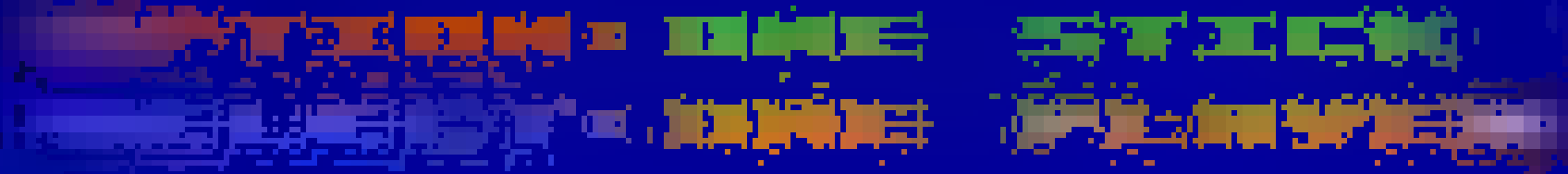




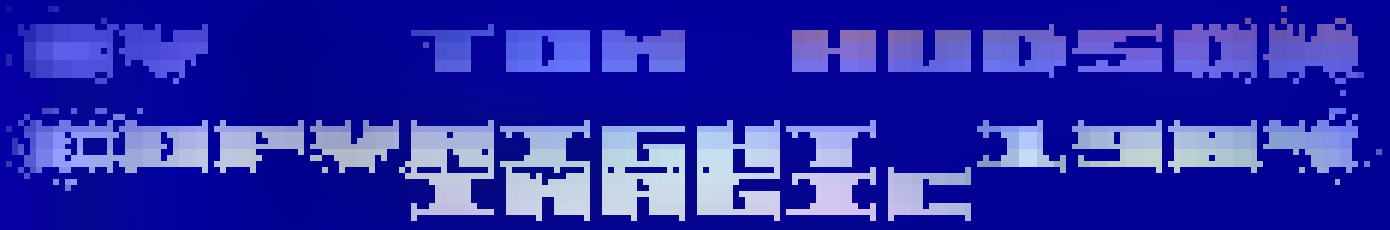




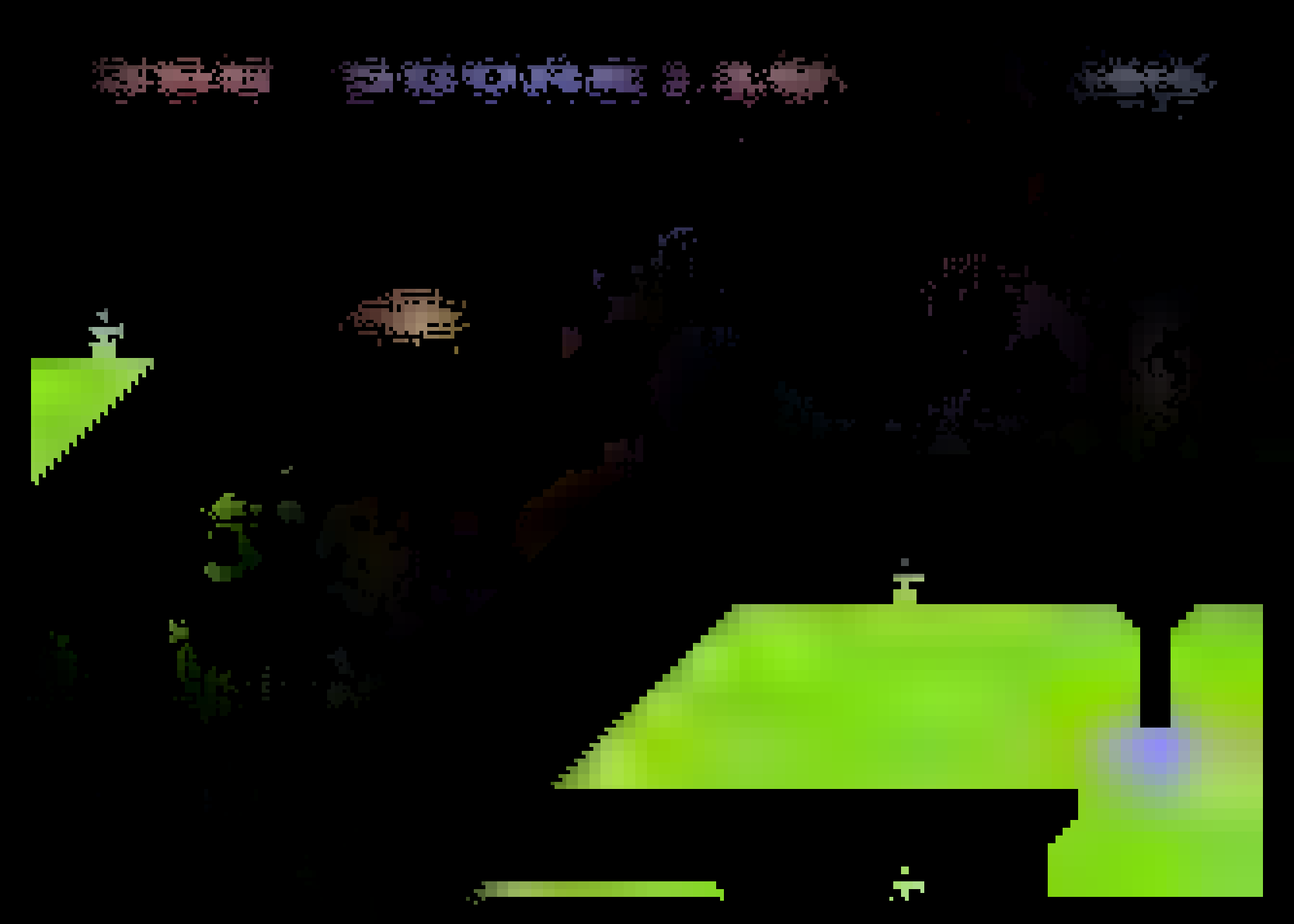
SURFIN' USA



BY TOM HUDSON




326 SCORE: 340




326 SCORE: 340


CHOPPER
RESCUE
LEVEL 1
SCREEN 1
ENEMYS 1
GOLD MISSION
PRESS [START] TO BEGIN
PRESS [OPTION] TO CHANGE LEVELS
BY SID MEIER
(C) 1982


SLOW
TIME
00360
2:53
00230


SLOW
TIME
00000
3:00
00000
CHOP SUEY
CHOP SUEY (C) 1986 ENGLISH

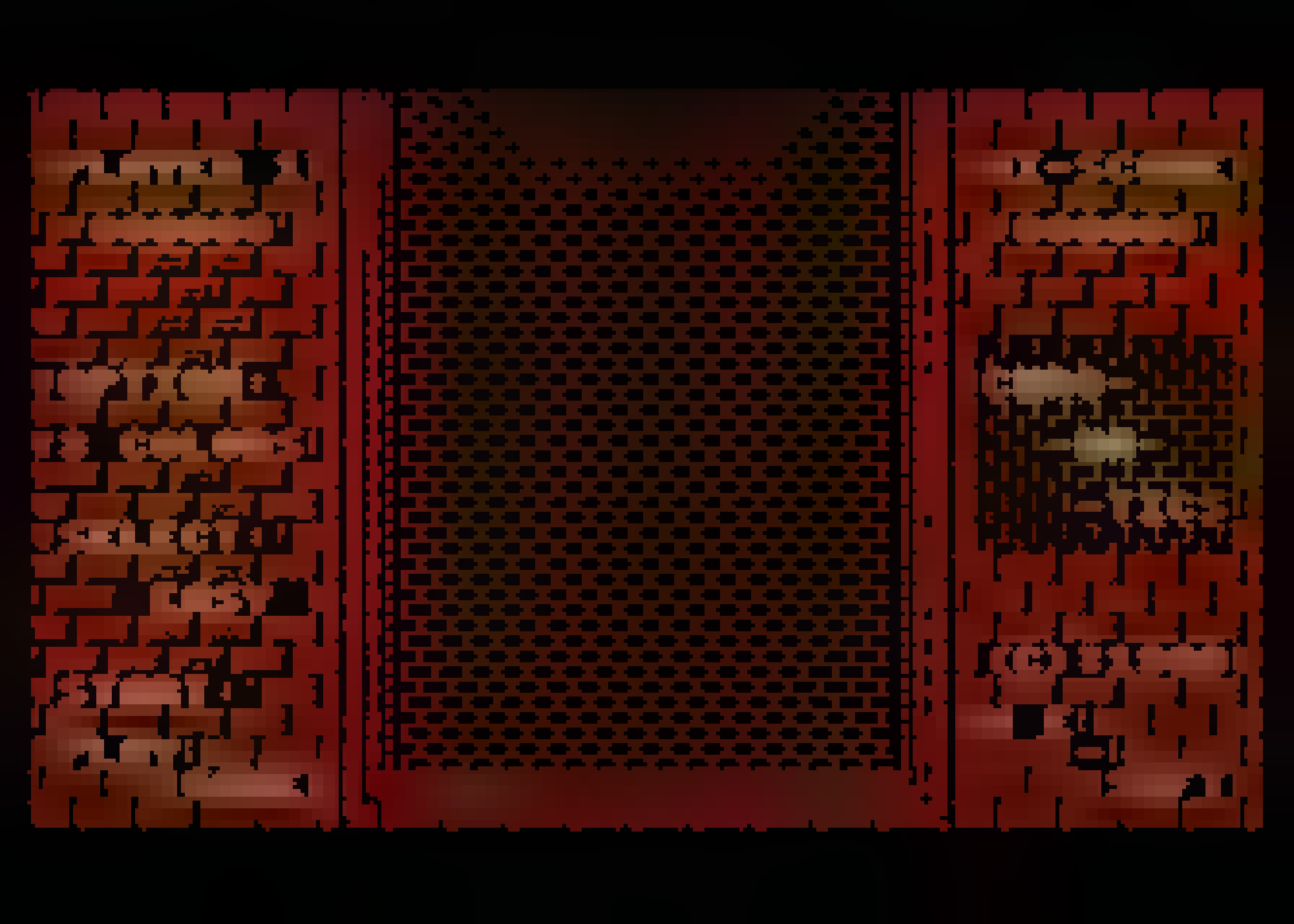


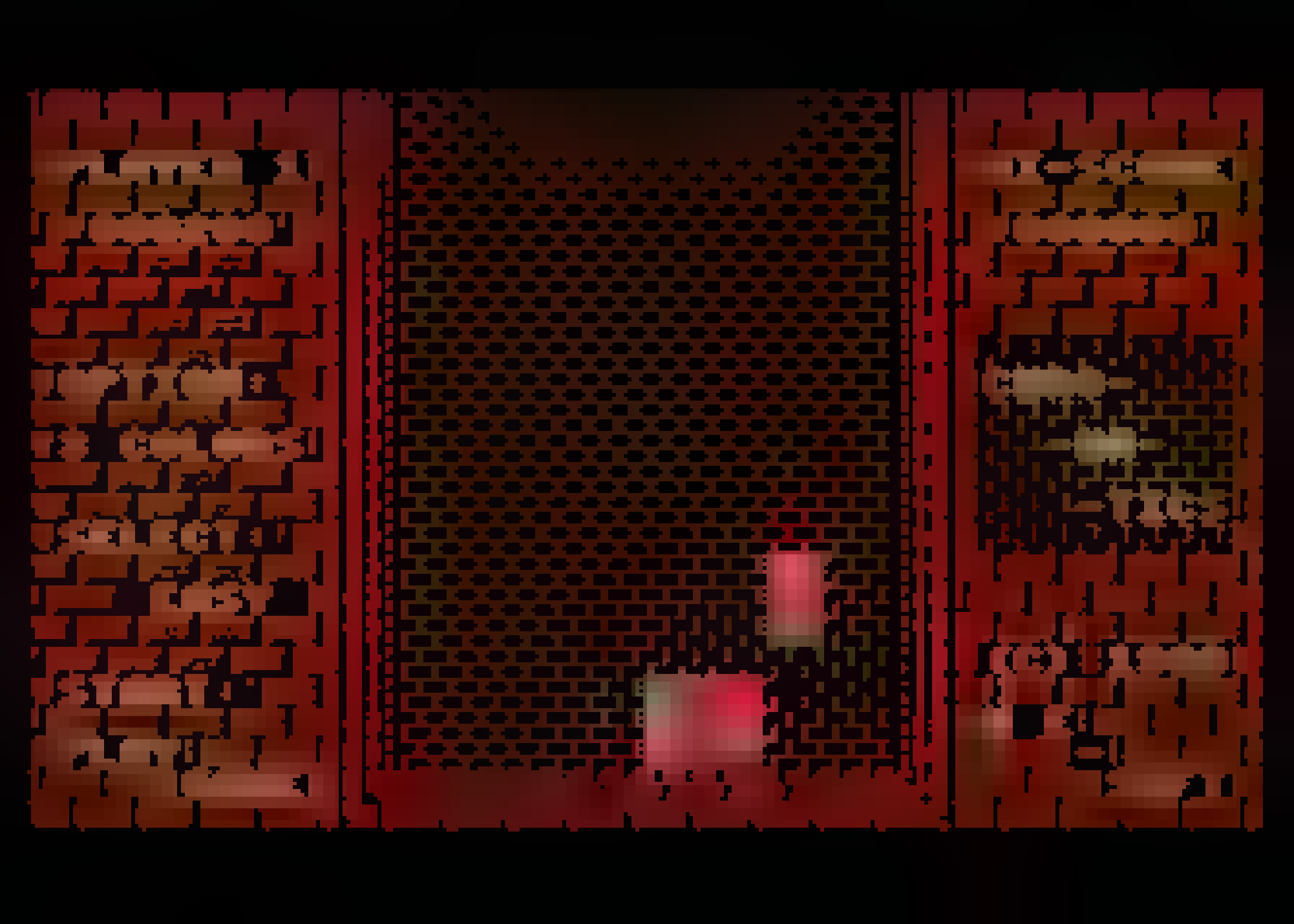
A CHRISTMAS EVE NIGHTMARE

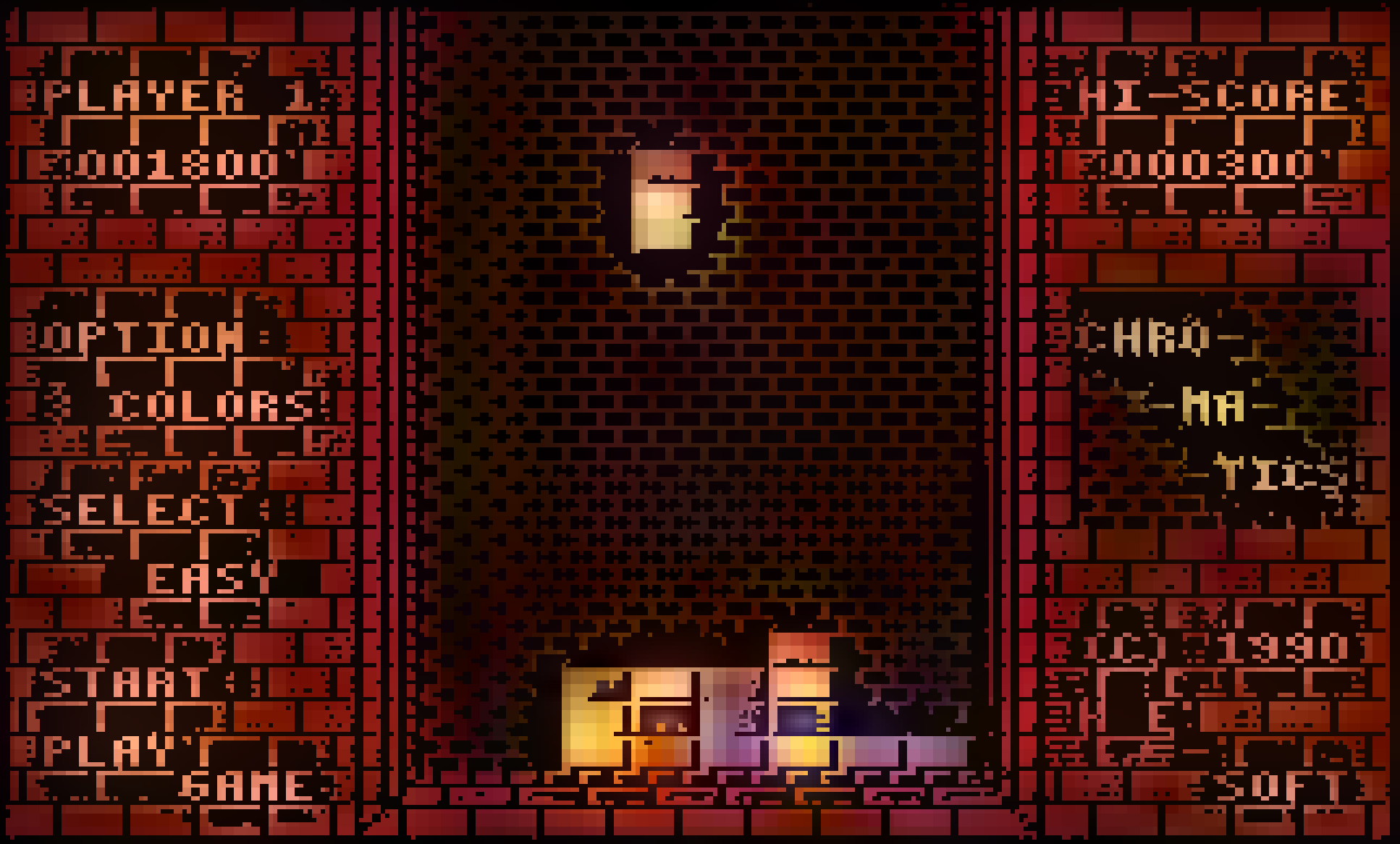
BY DAN JOHNSON

- DEDICATED TO MY WIFE LESLIE -
ONE OF THE WORLDS' TOP SHOPPING
EXPERTS, AND SOMEONE WHO ALWAYS
HAS THEIR CHRISTMAS SHOPPING
DONE ABOUT A MONTH BEFORE.

PRESS ANY KEY TO BEGIN



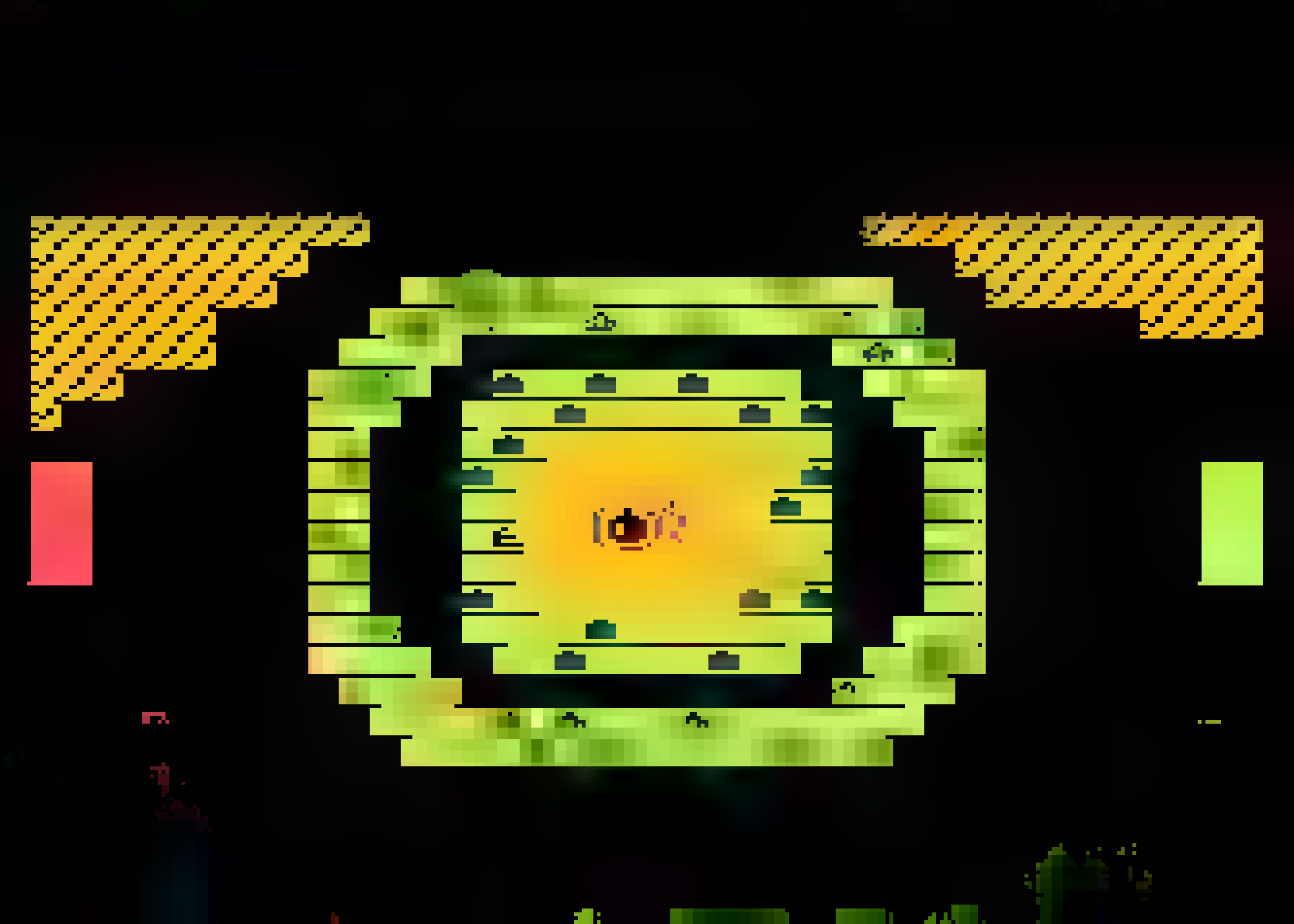


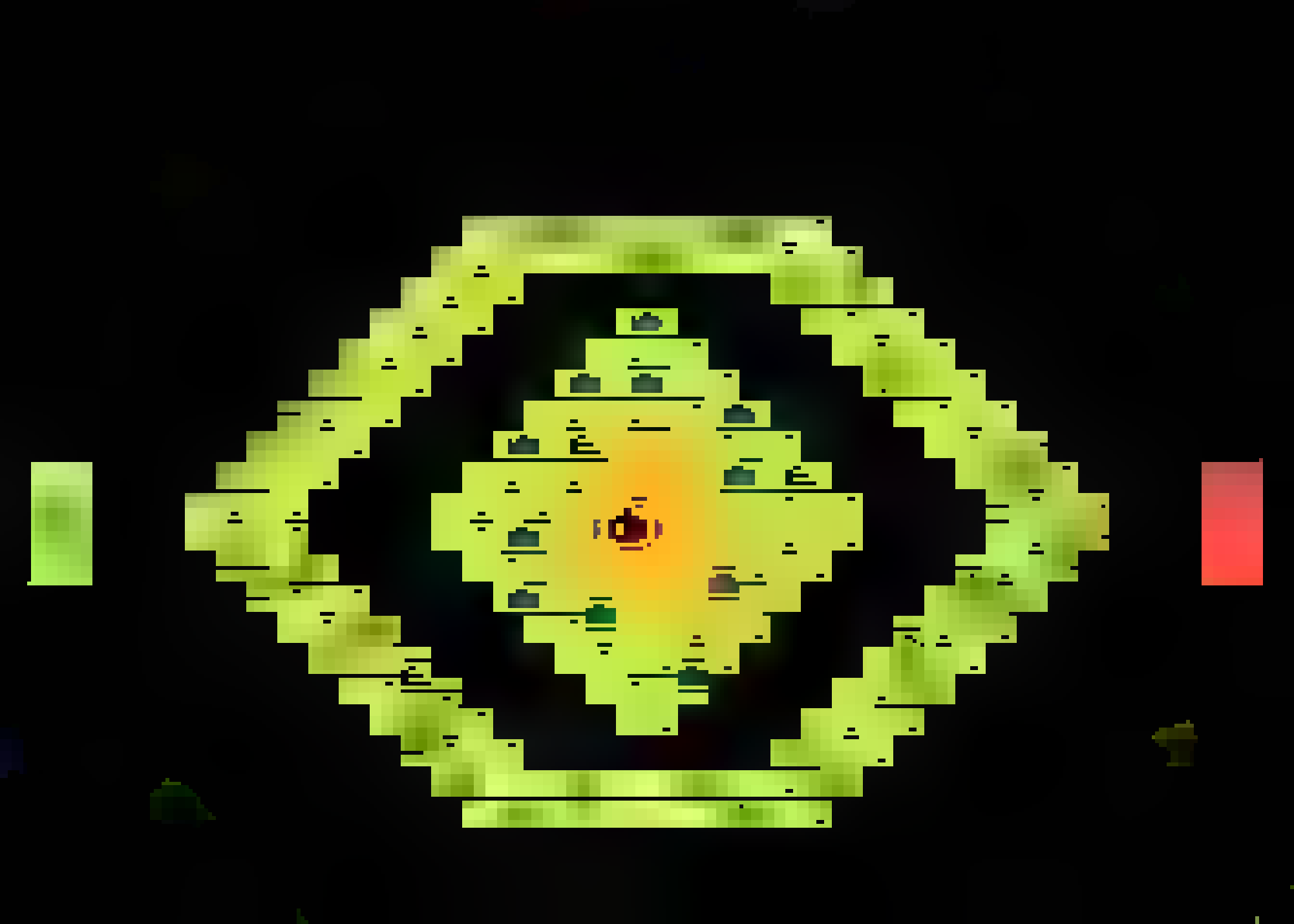

PLAYER 1
001800
OPTION
COLORS
SELECT
EASY
START
PLAY
GAME
HI-SCORE
000300
HERO-
-MA-
-TICS
(C) 1990
E'
-
SOFT

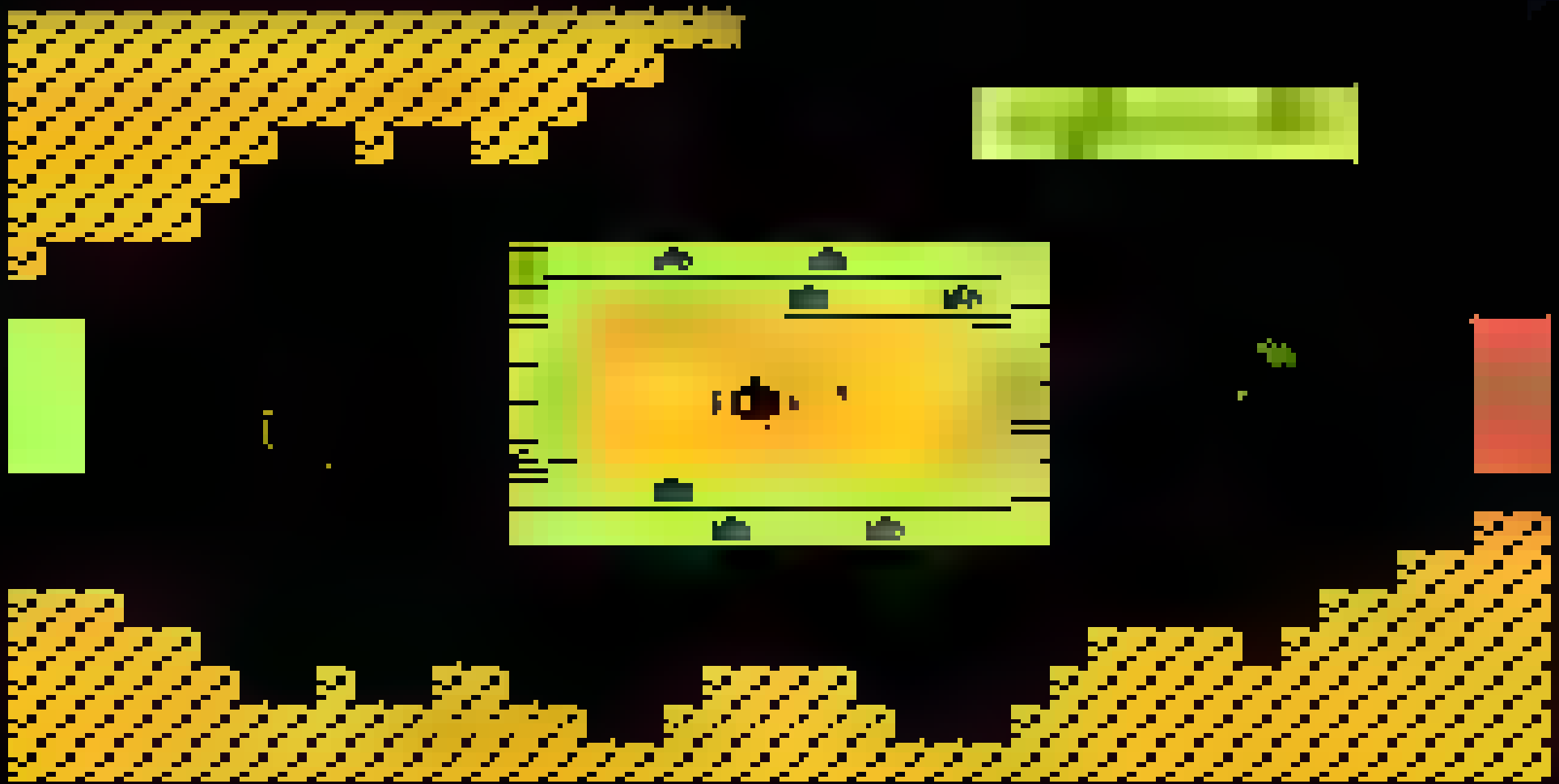

ASSAY


CLAIM JUMPER





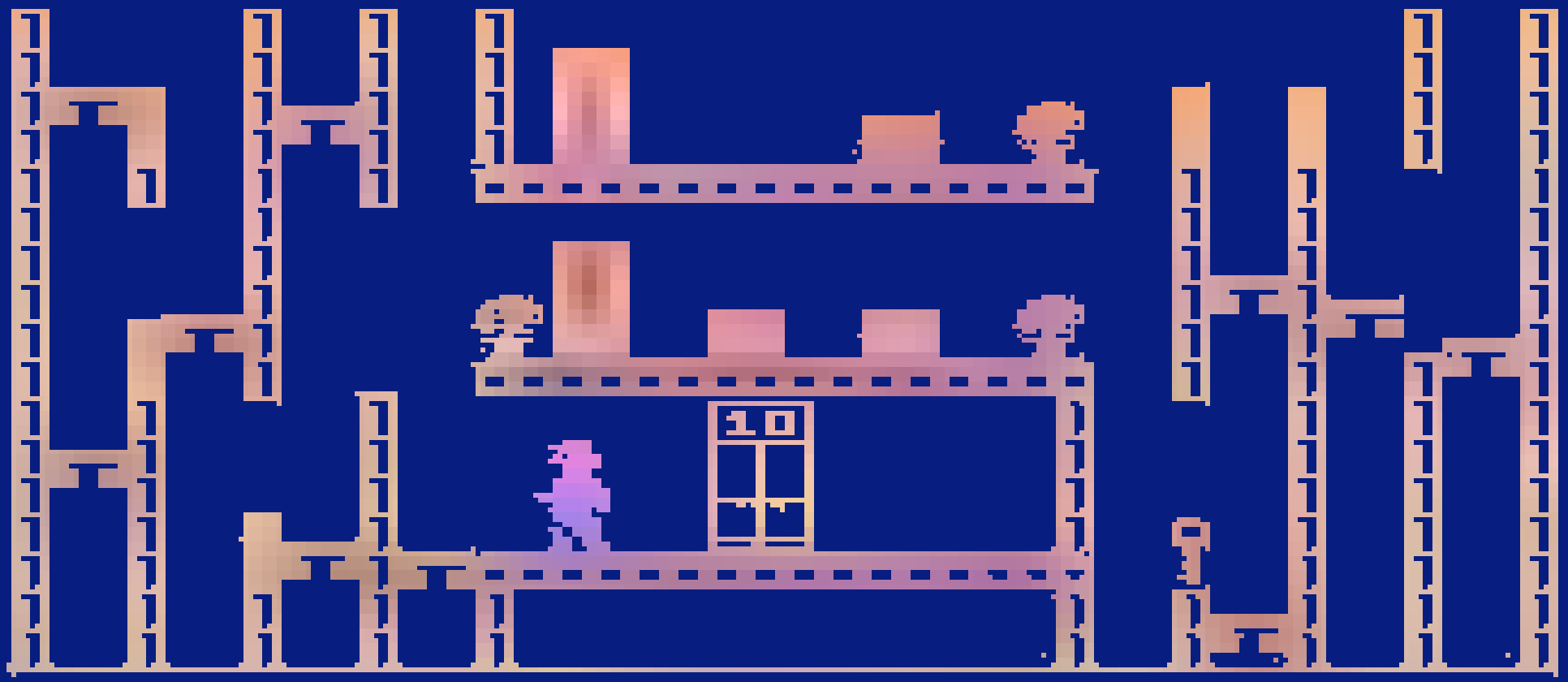




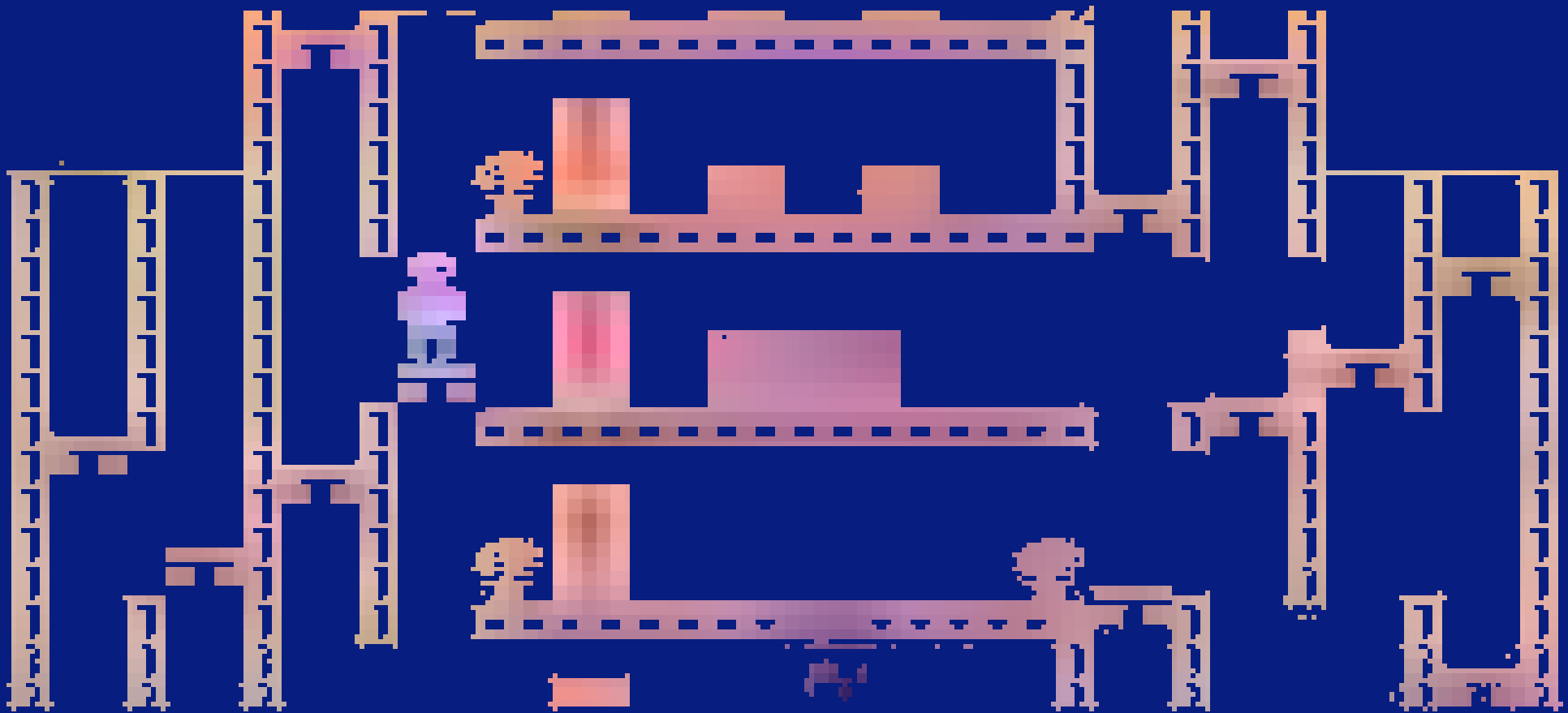

PLAYER 1
50



SCORE: 0 DEMERITS: 0 KEYS: 0



SCORE: 360 DEMERITS: 3 KEYS: 1



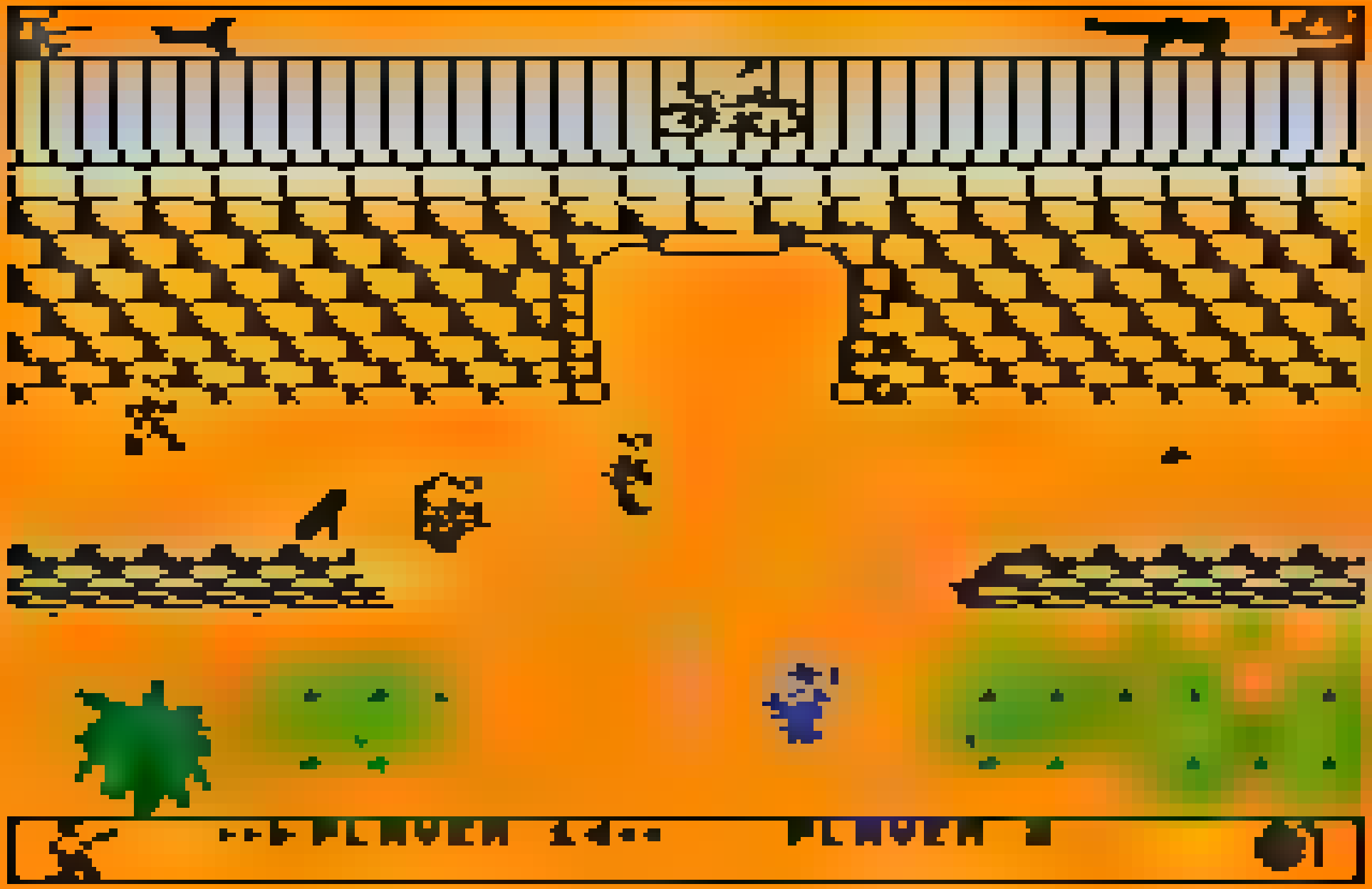

COHEN'S TOWERS
(C) FANDA 1984
HIGH SCORE:
PRESS START

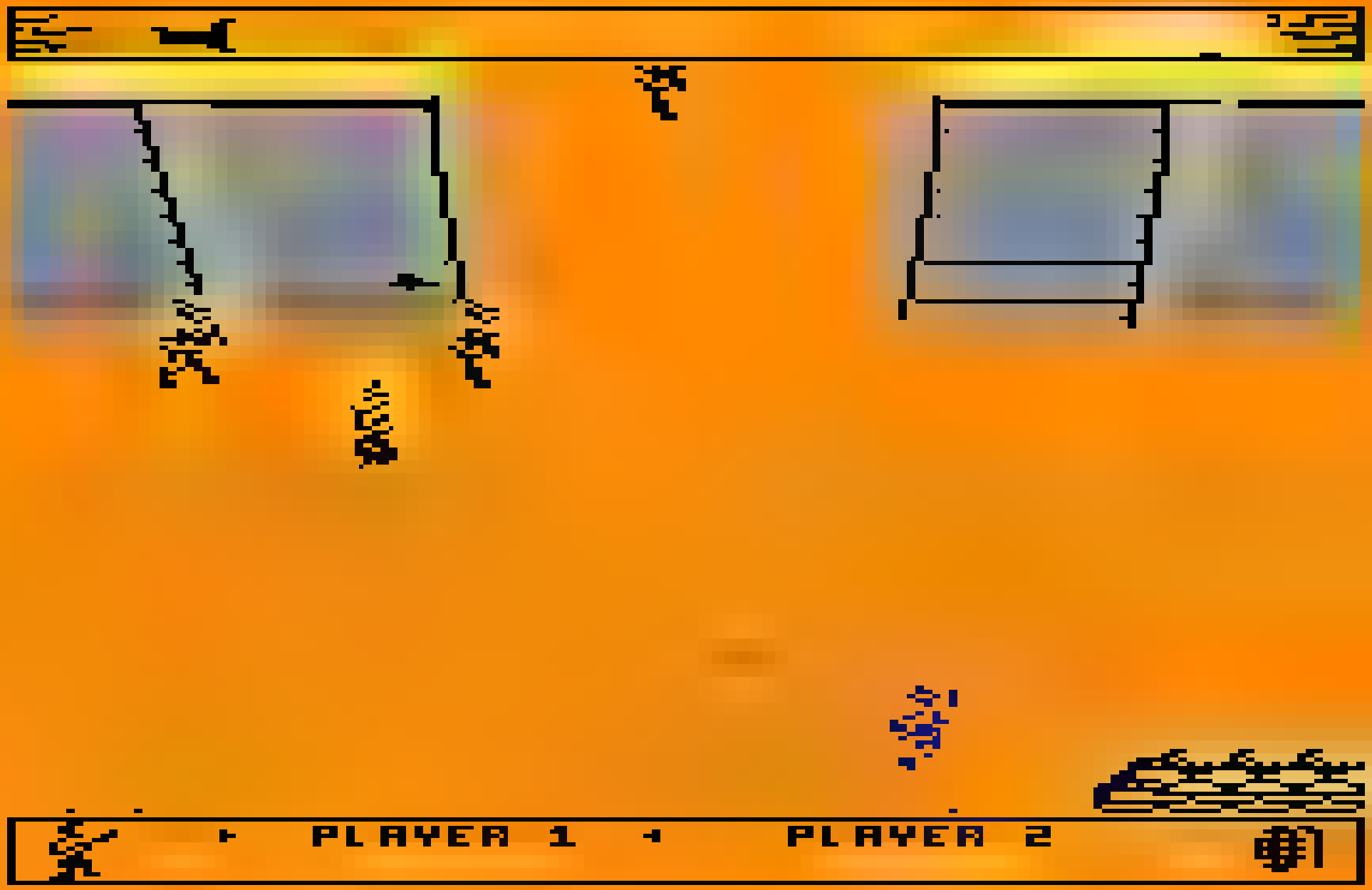



COLLAPSE
TOP 3 SCORES
1. 000000000 MIKE
2. 000000000 DAZ
3. 000000000 THERE
1 - START GAME
2 - NO. OF PLAYERS 1
S - SECTOR A
(C) 1985 MALIN SHARMA
ADAPTED BY JAMES SOFTWARE LTD.

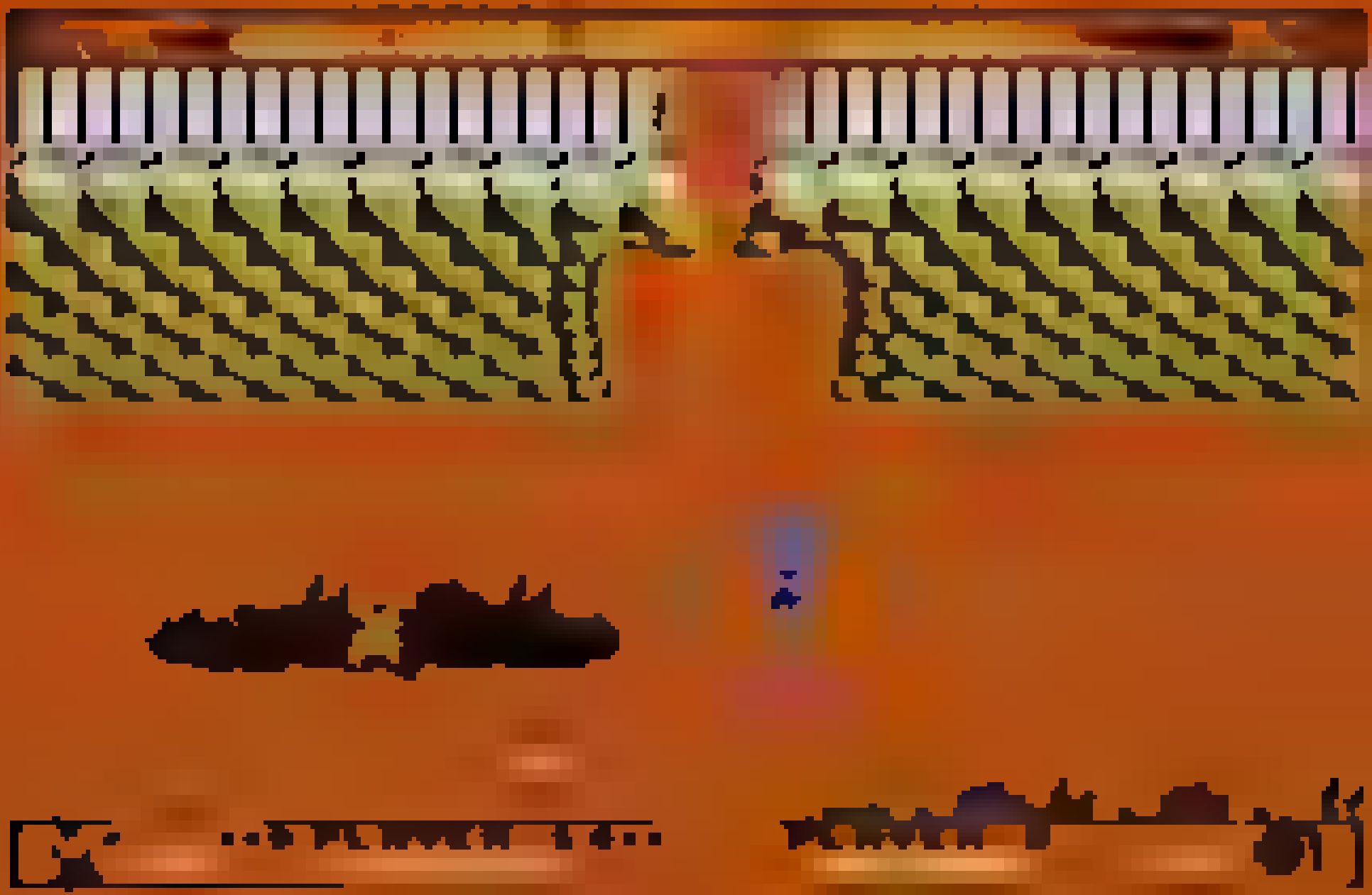



PLAYER 1
PLAYER 2

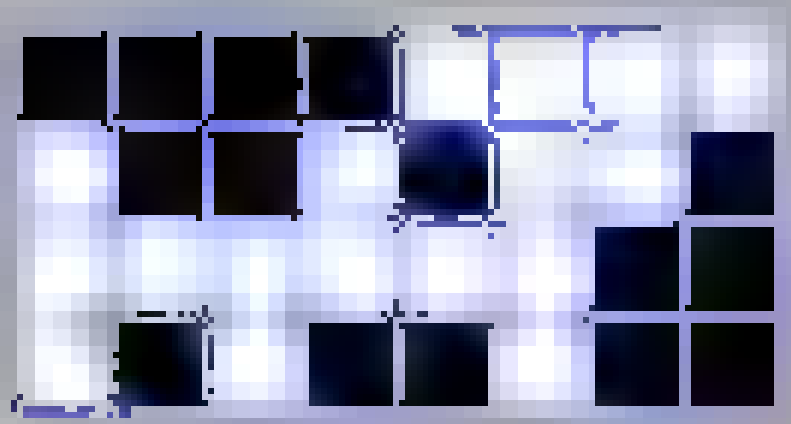

PLAYER 1
PLAYER 2

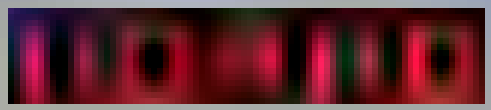

PLAYER 1
PLAYER 2

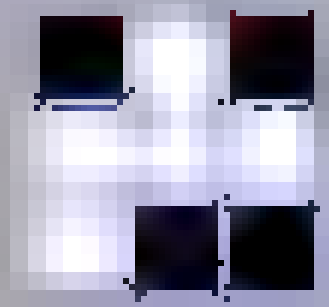


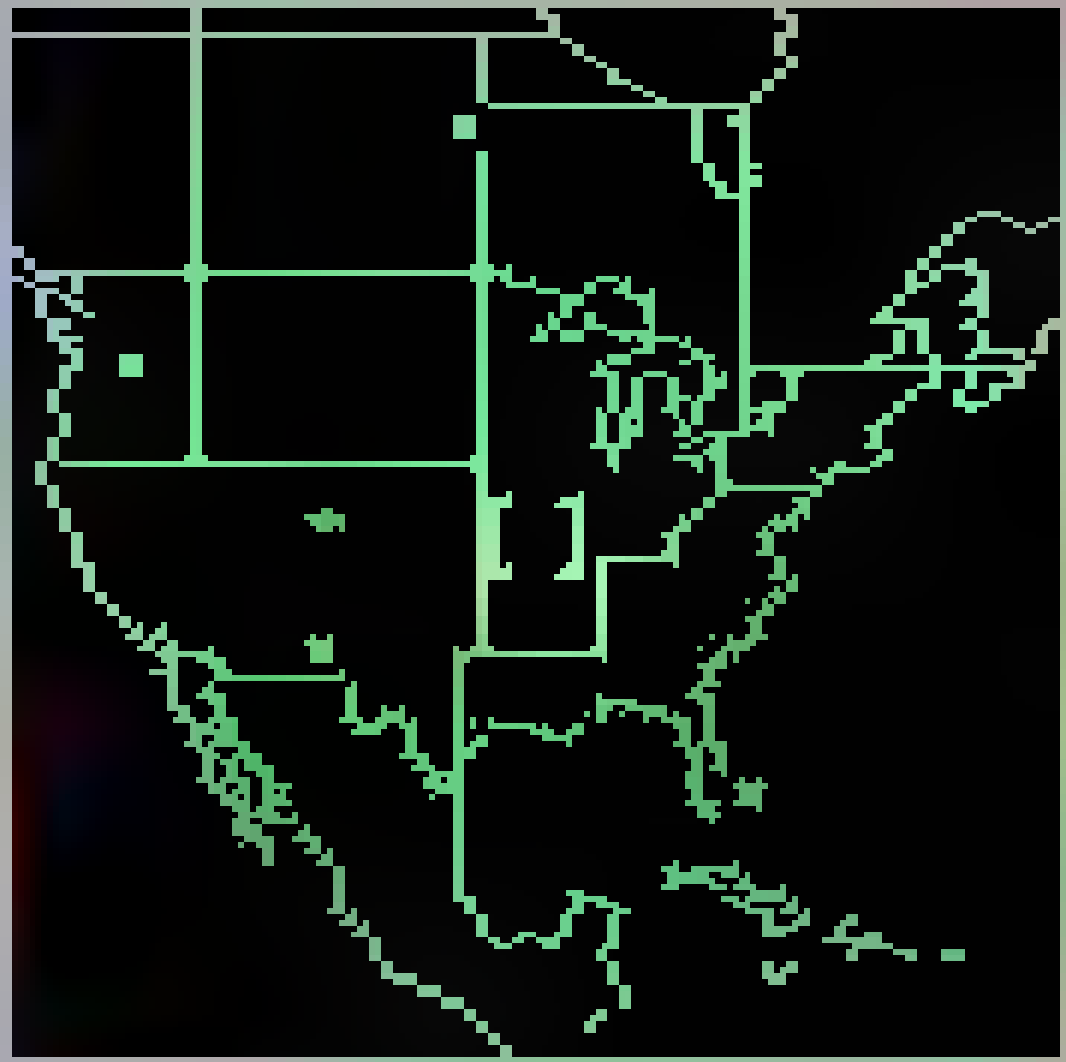



COMMANDO
A PLAYER









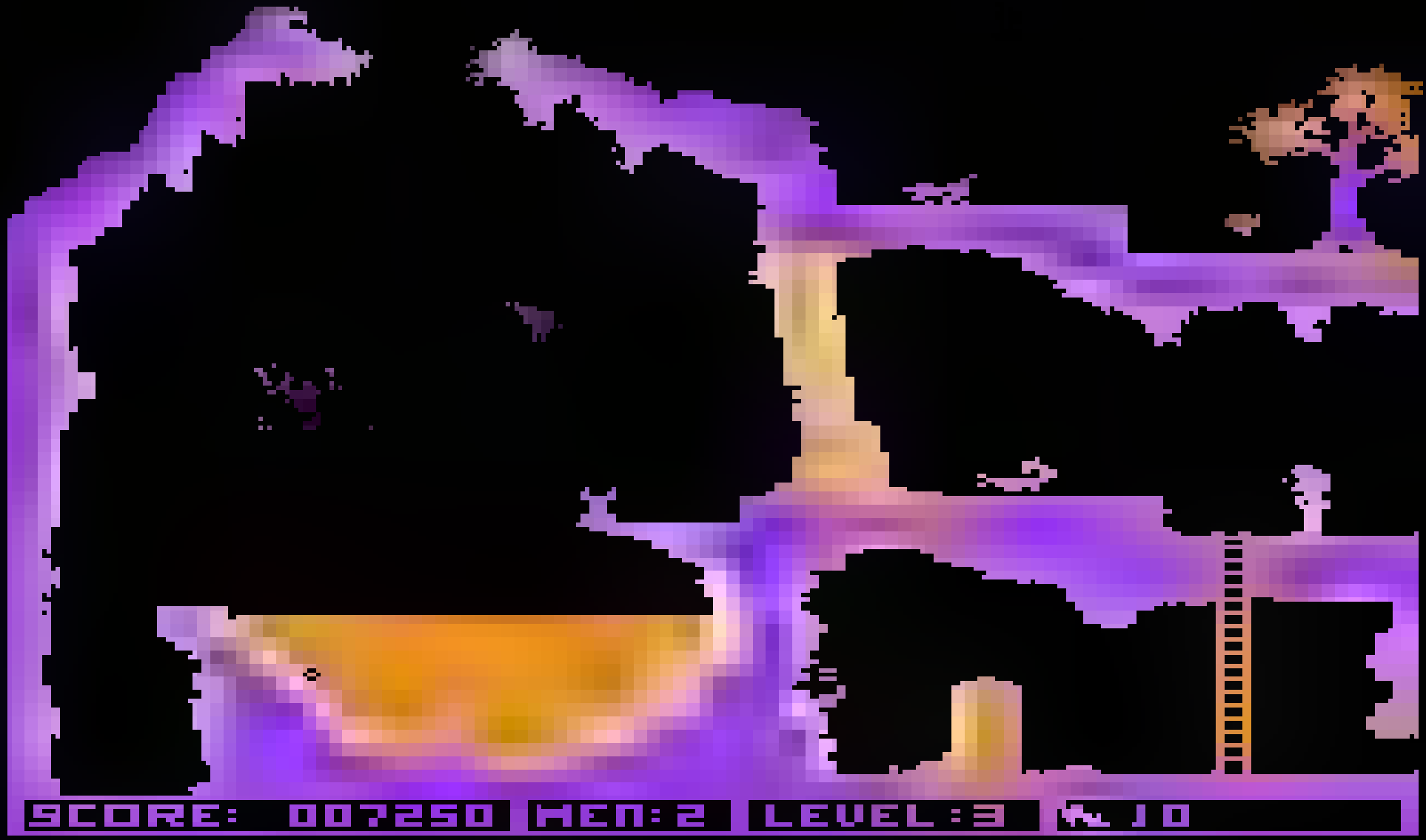
DEFCON 5


DEFCON 5

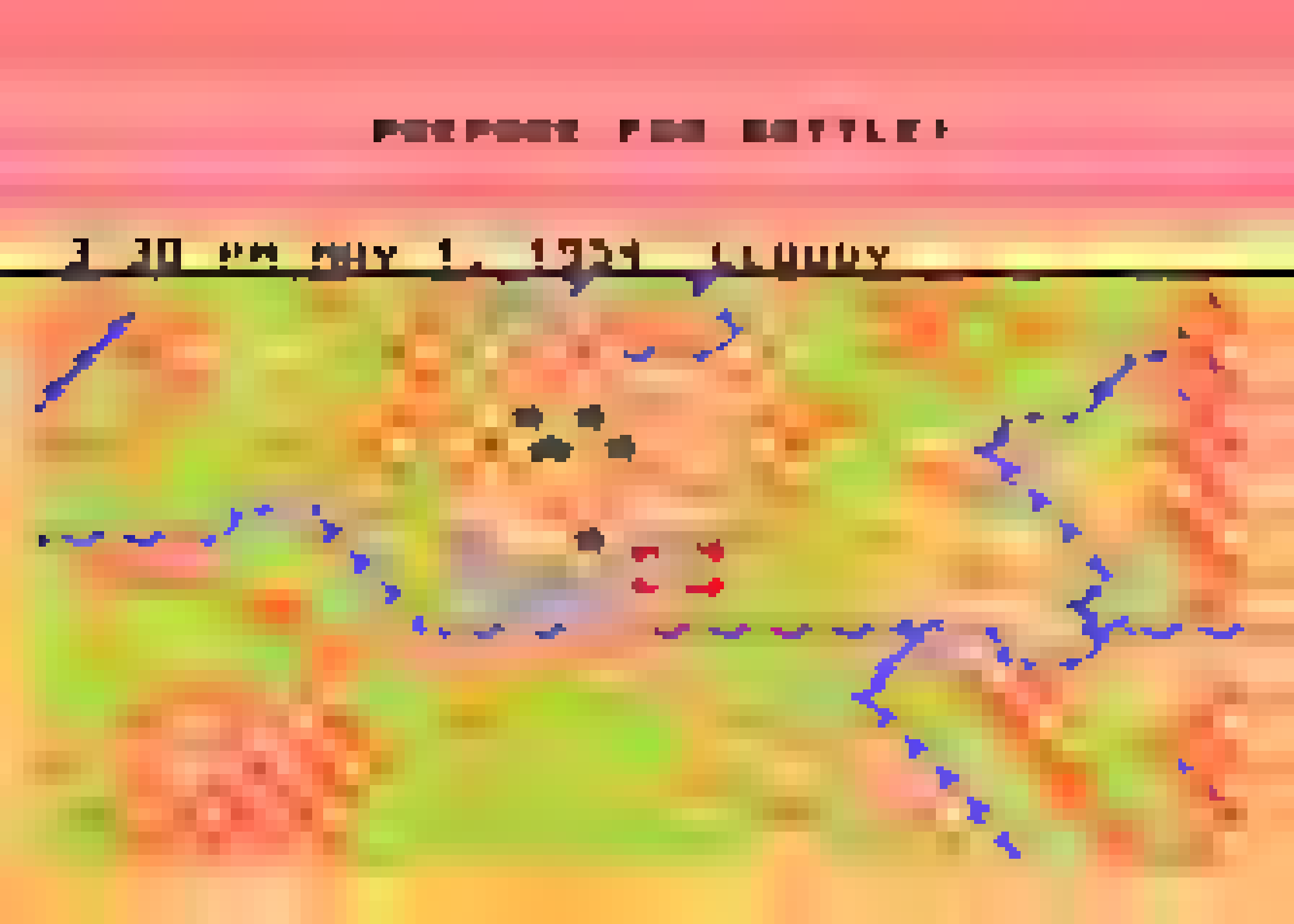

THORN EMI VIDEO
PRESENTS
COMPUTER WAR
Copyright (C) 1983 THORN EMI Video Ltd
PRESS START TO PLAY


SCORE: 000000
MEN: 2
LEVEL: 1
18

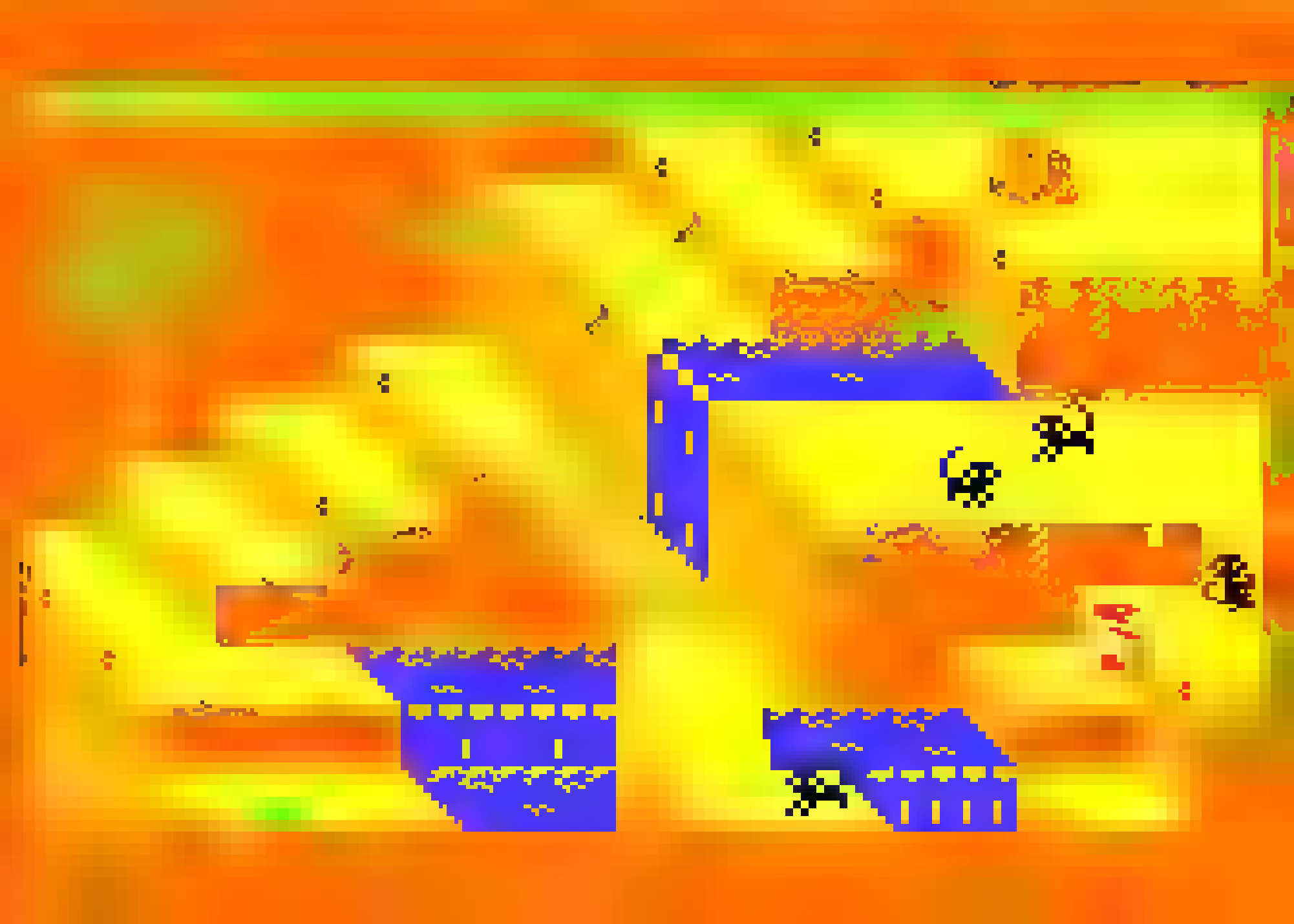

SCORE: 001790
MEM:2
LEVEL:2
18


SCORE: 007250
MEN: 2
LEVEL: 3
10

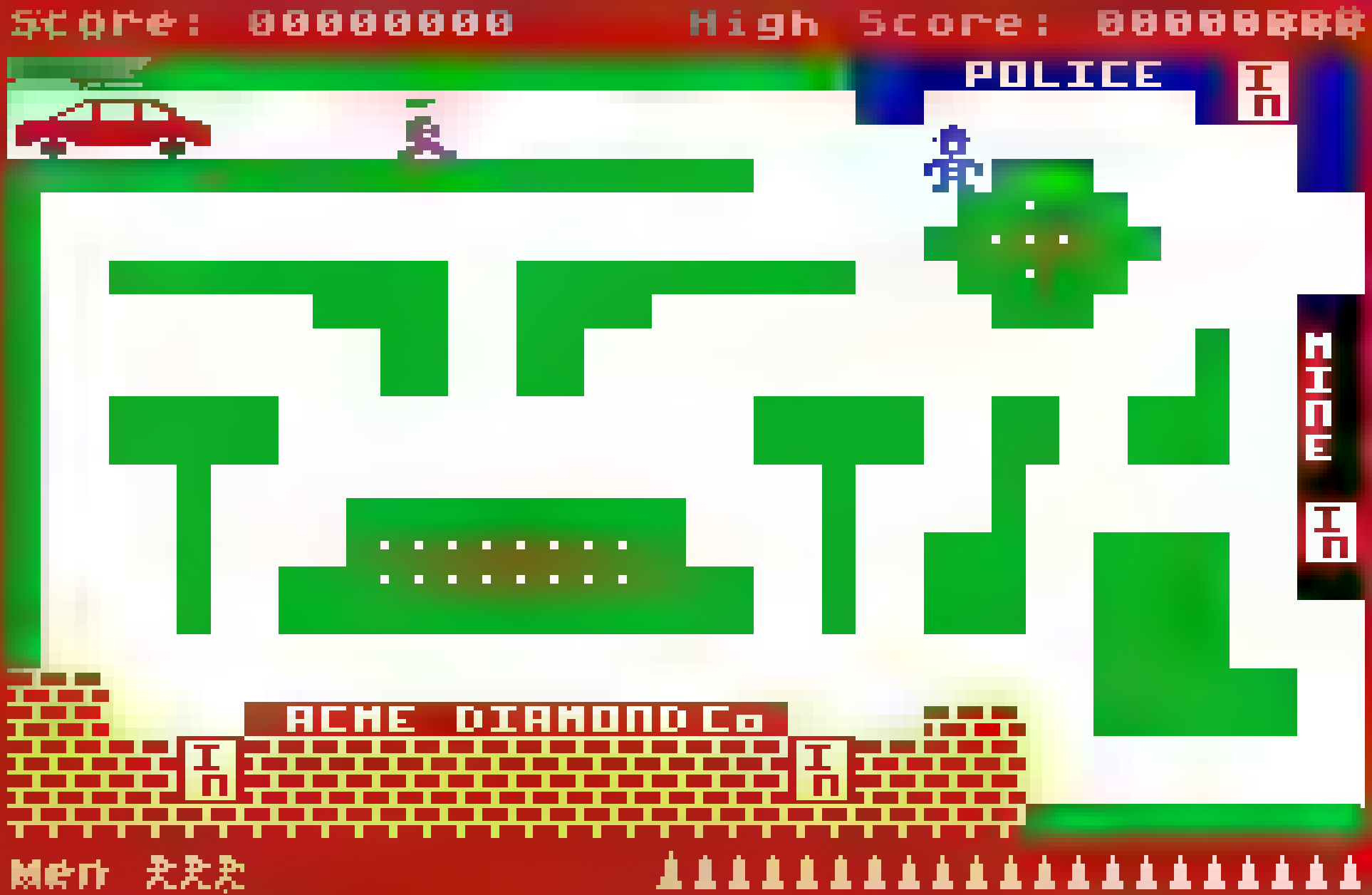

Datasoft PRESENTS
BY
AND
BY
SCORE: 000000
MEN:3
LEVEL:8



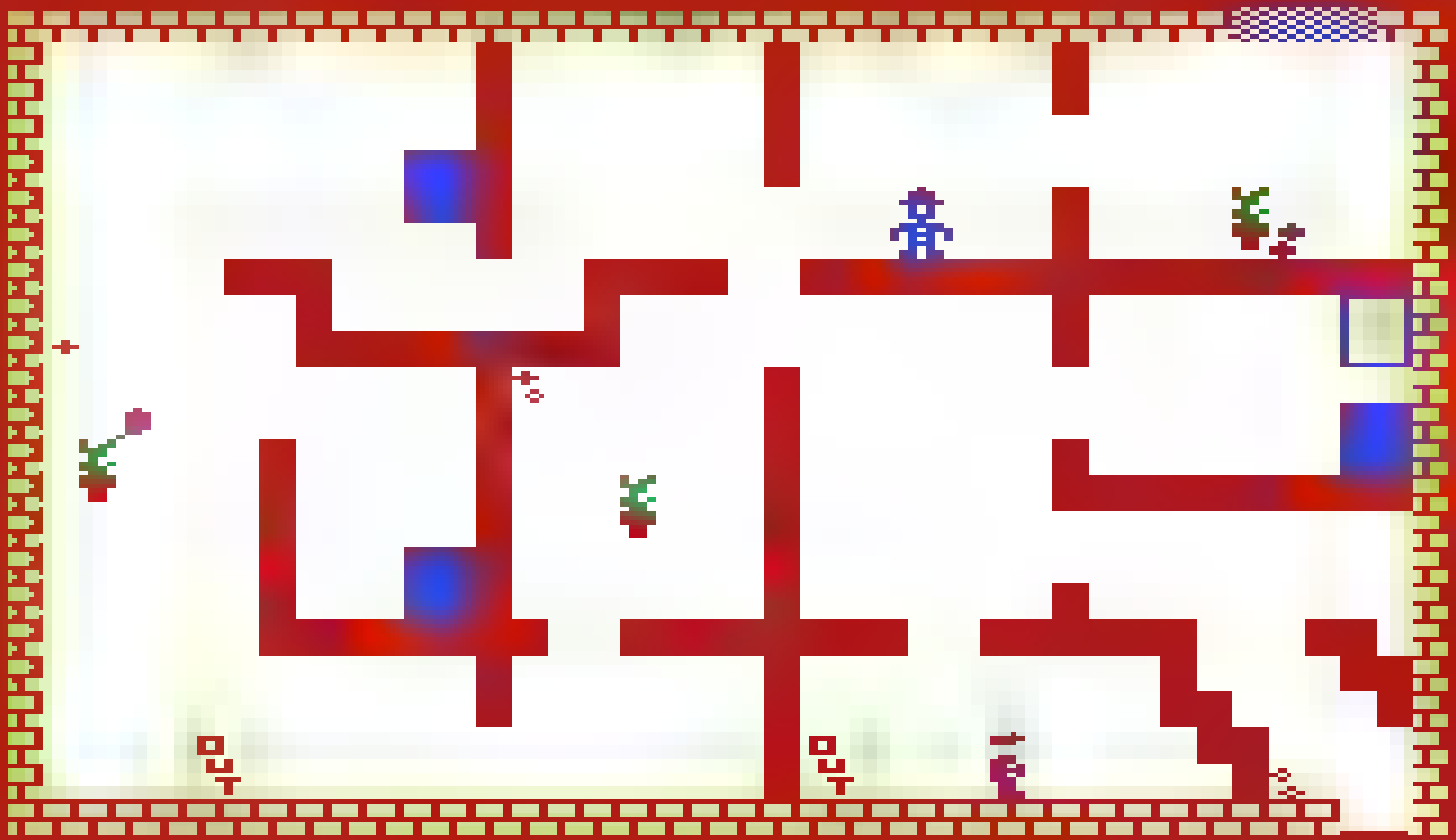

Conflict
in
Vietnam






Score: 00000000
High Score: 00000000
POLICE
IN
MINE
IN
ACME DIAMOND Co
IN
IN
Men

Score: 00000050 High Score: 00000000



Men

ATLANTIS SOFTWARE

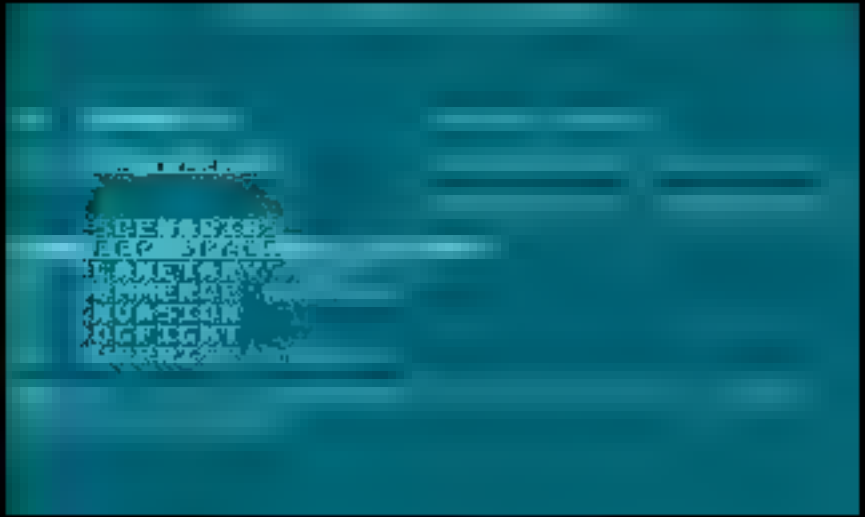
COPS 'N' ROBBERS

SCORE 0000000000

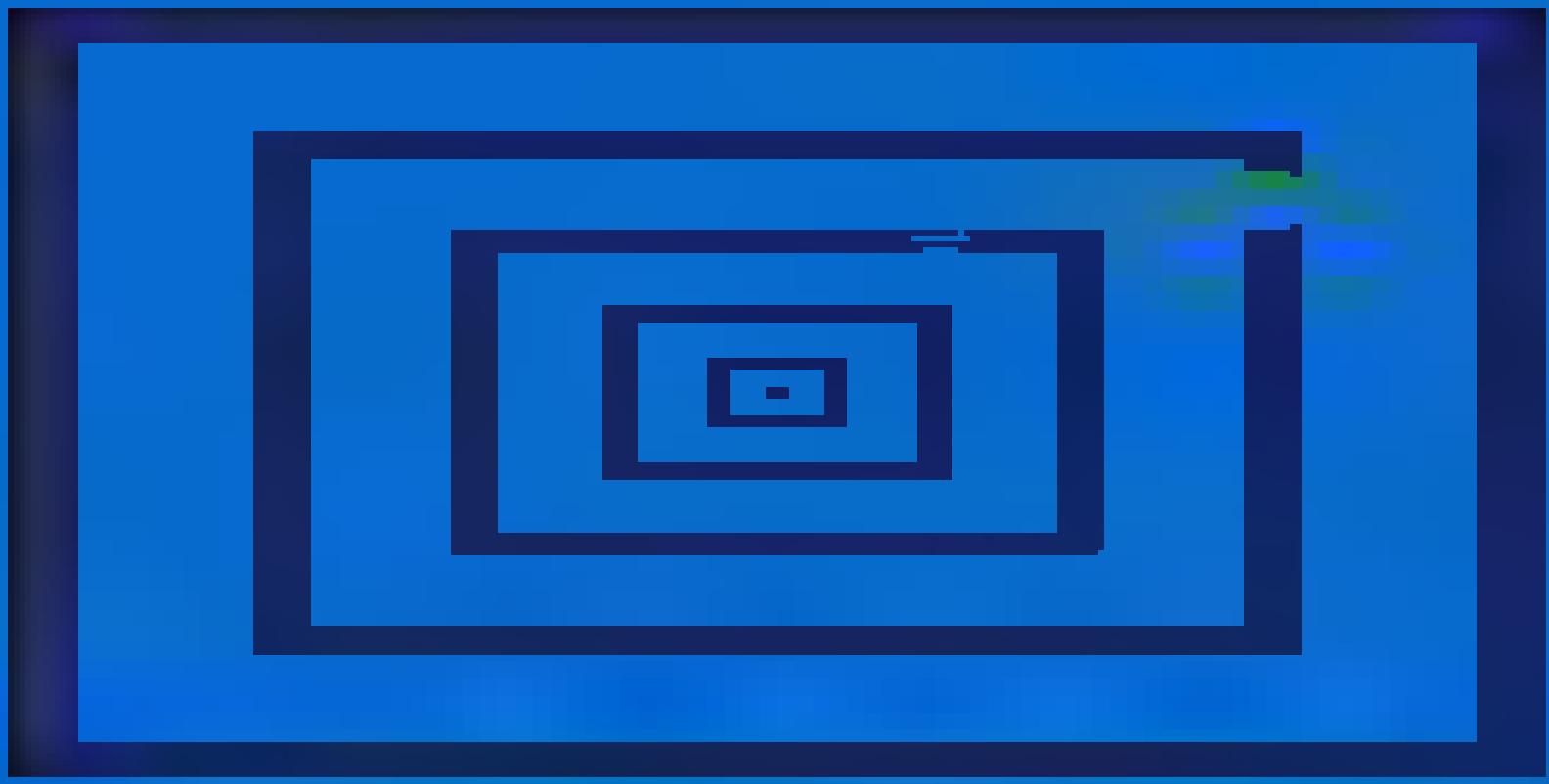
HIGH 0000000000

PRESS FIRE TO START

BY SIZ (C) 1988 ATLANTIS SOFTWARE







DATAMOST, INC.

PRESENTS

'COSMIC TUNNELS'

EPISODE #4 IN THE

CAPTAIN STICKY SAGA

GAME DESIGN

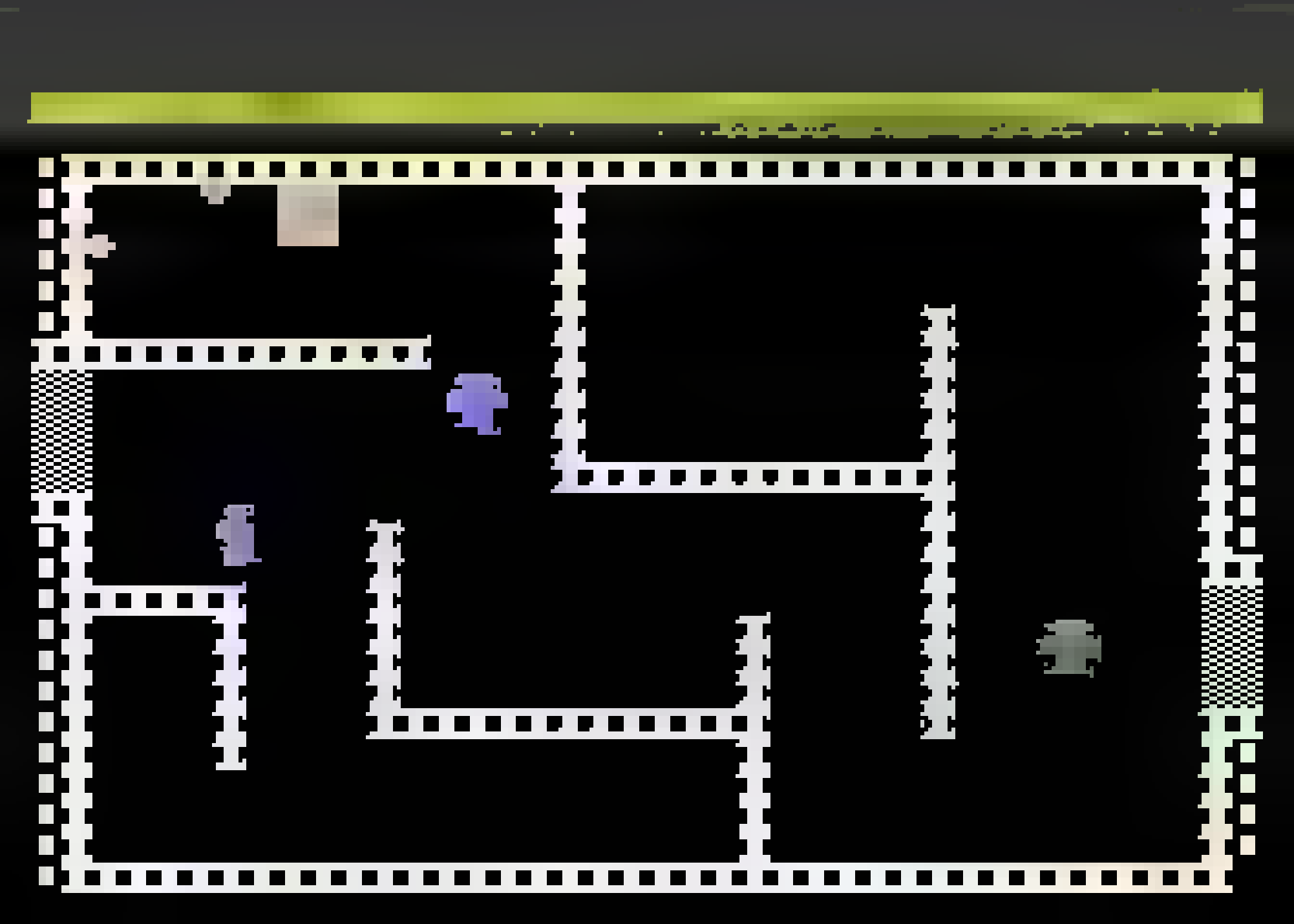
BY

TIM FERRIS

COPYRIGHT (C) 1983

DATAMOST, INC.


CHARGES:1
:10



SYNAPSE SOFTWARE

PRESENTS



BY

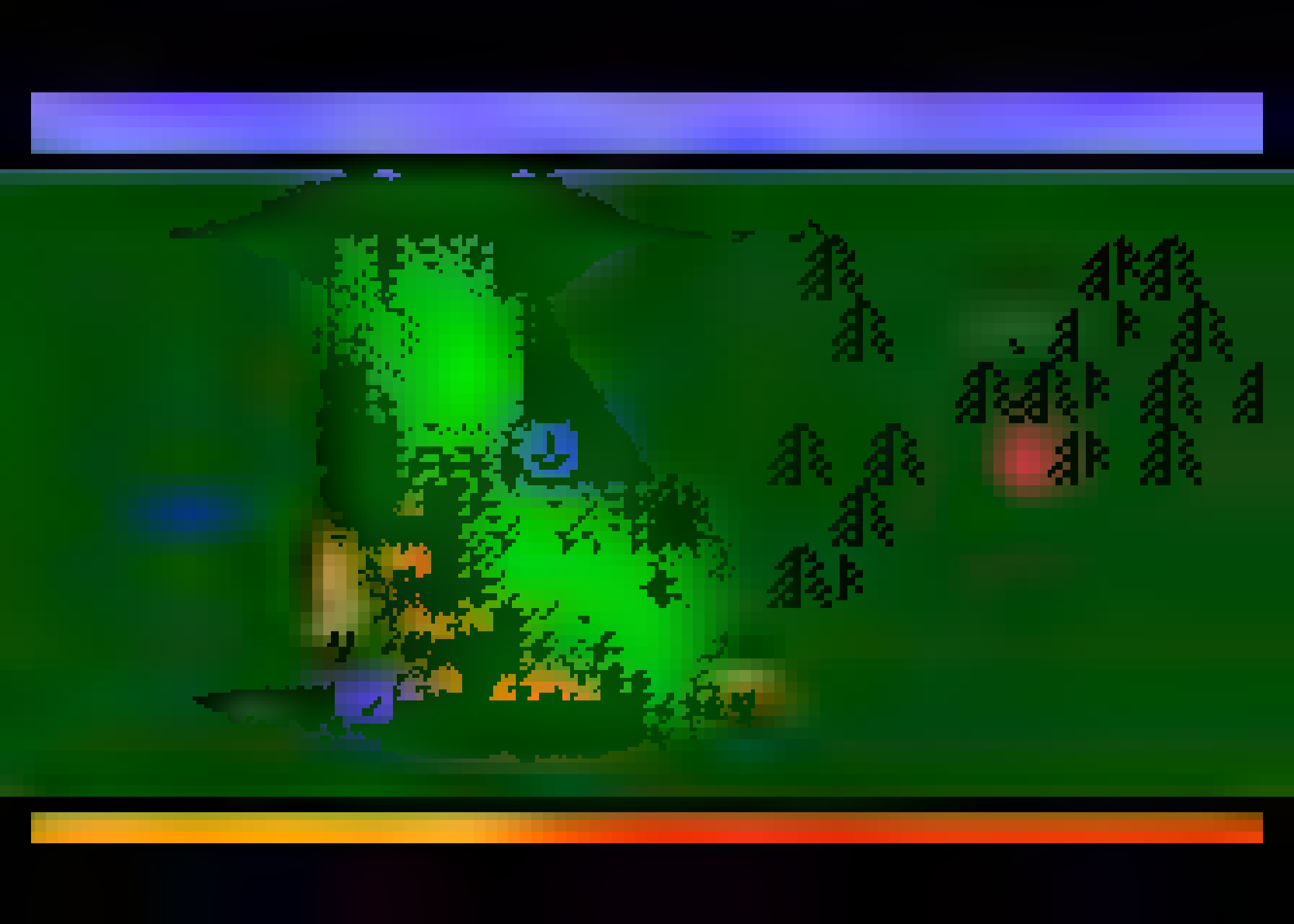
KEN ROSE

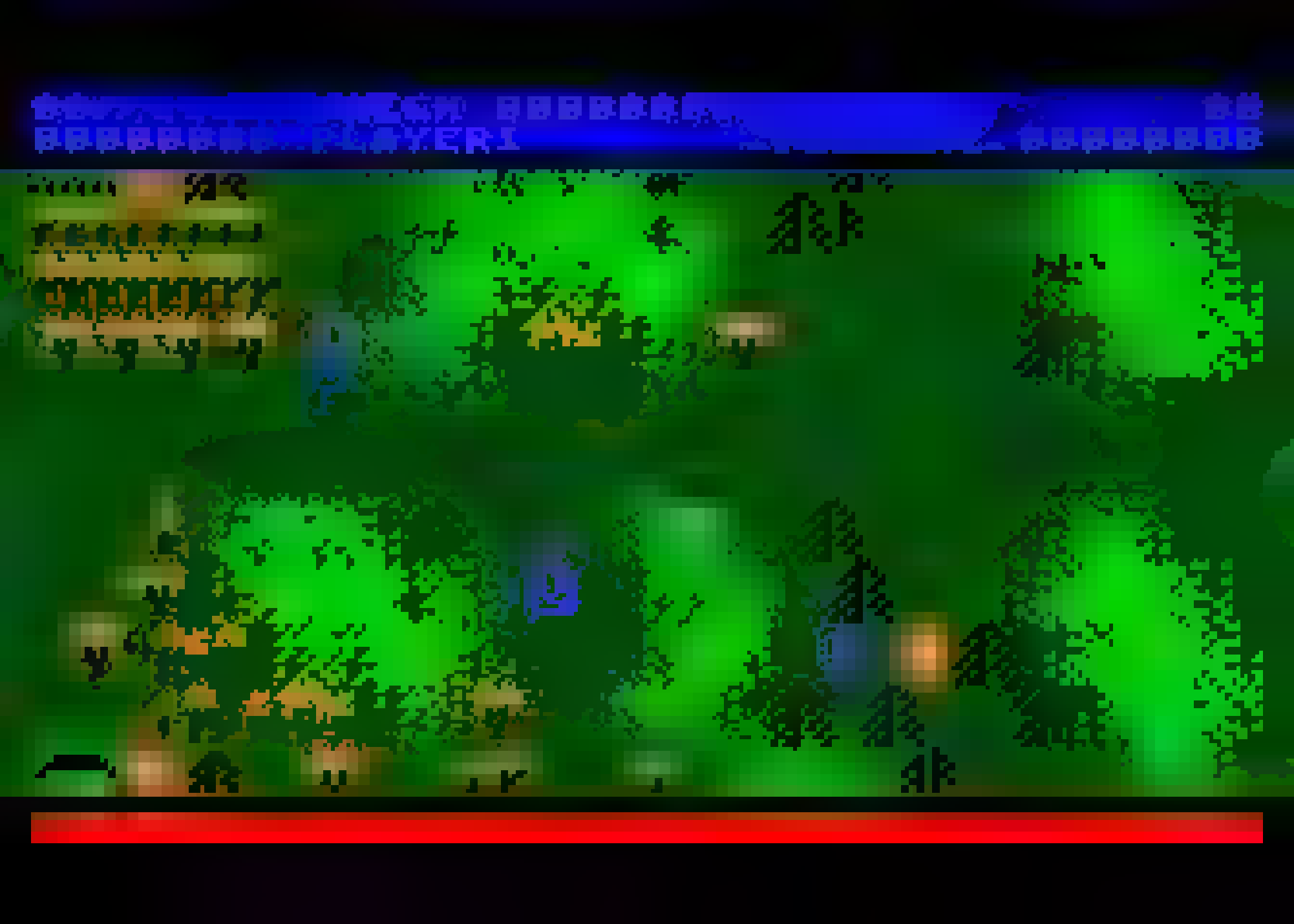
PRESS OPTION TO SET DIFFICULTY: NORMAL

PRESS SELECT TO SET TIME: 10 MINUTES

PRESS START TO BEGIN GAME

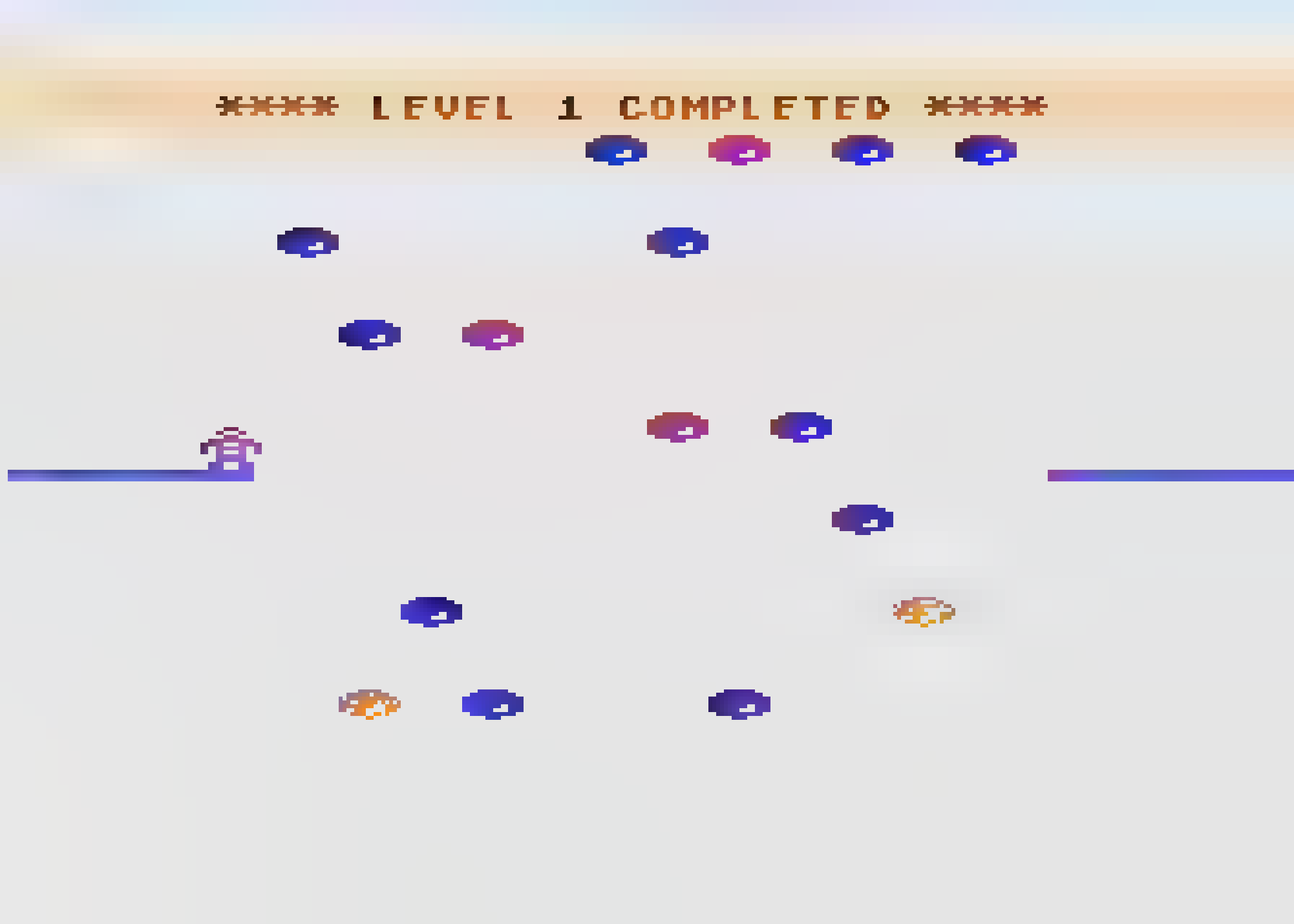
(C) COPYRIGHT 1983 SYNAPSE SOFTWARE




PLAYER1

SCORE 100 LEVEL 1




**** LEVEL 1 COMPLETED ****

PRESS THE FIREBUTTON TO START

CRAZY CLOWN JUMPER

BY

BRAD TIMMINS



[illegible]

[illegible]

[illegible]



TARGETS

BONUS-X

BONUS 00005000

PLAYER1 00071020

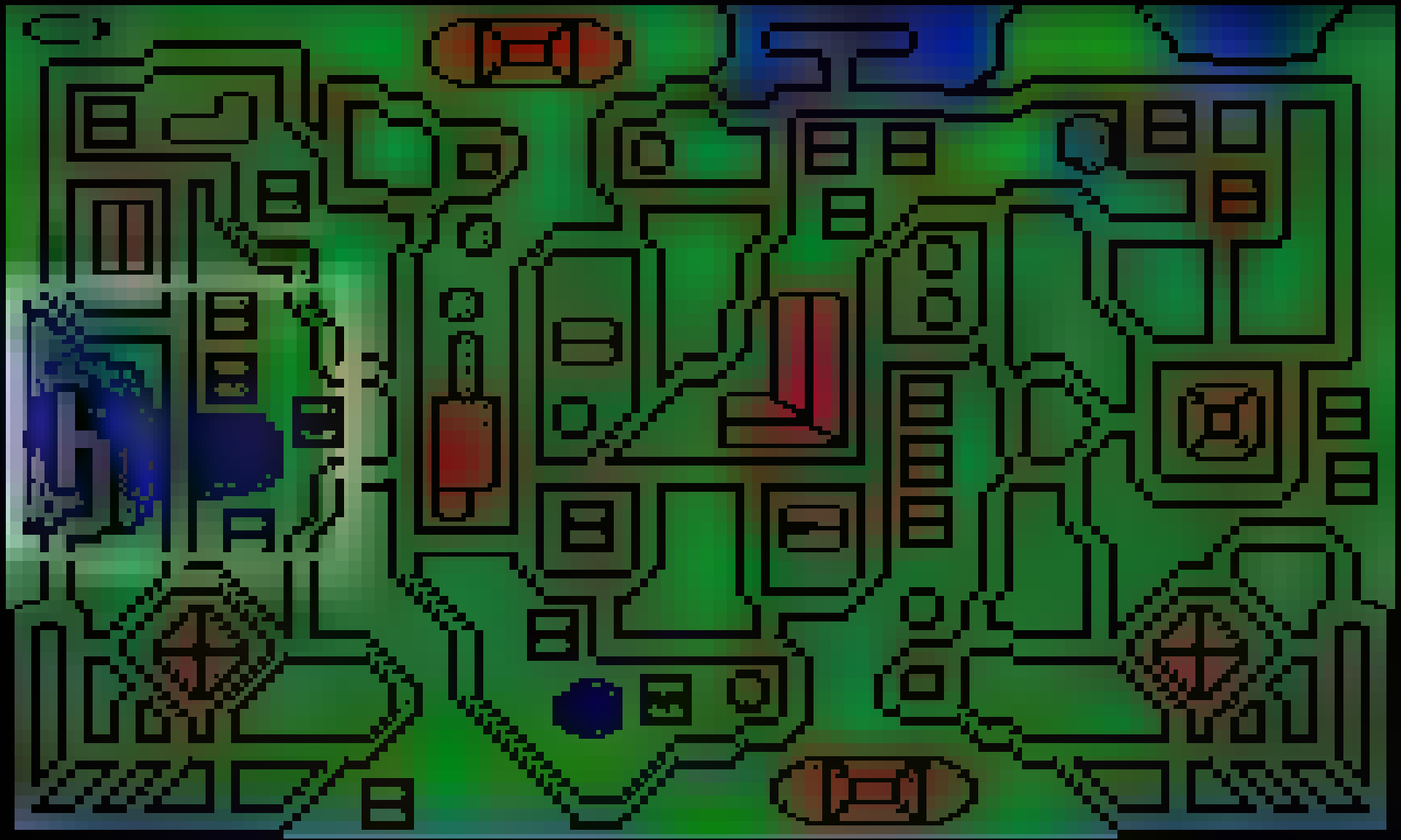
00000000

00000000

00000000



SELECT NUMBER OF LAW-ENFORCERS ON DUTY.

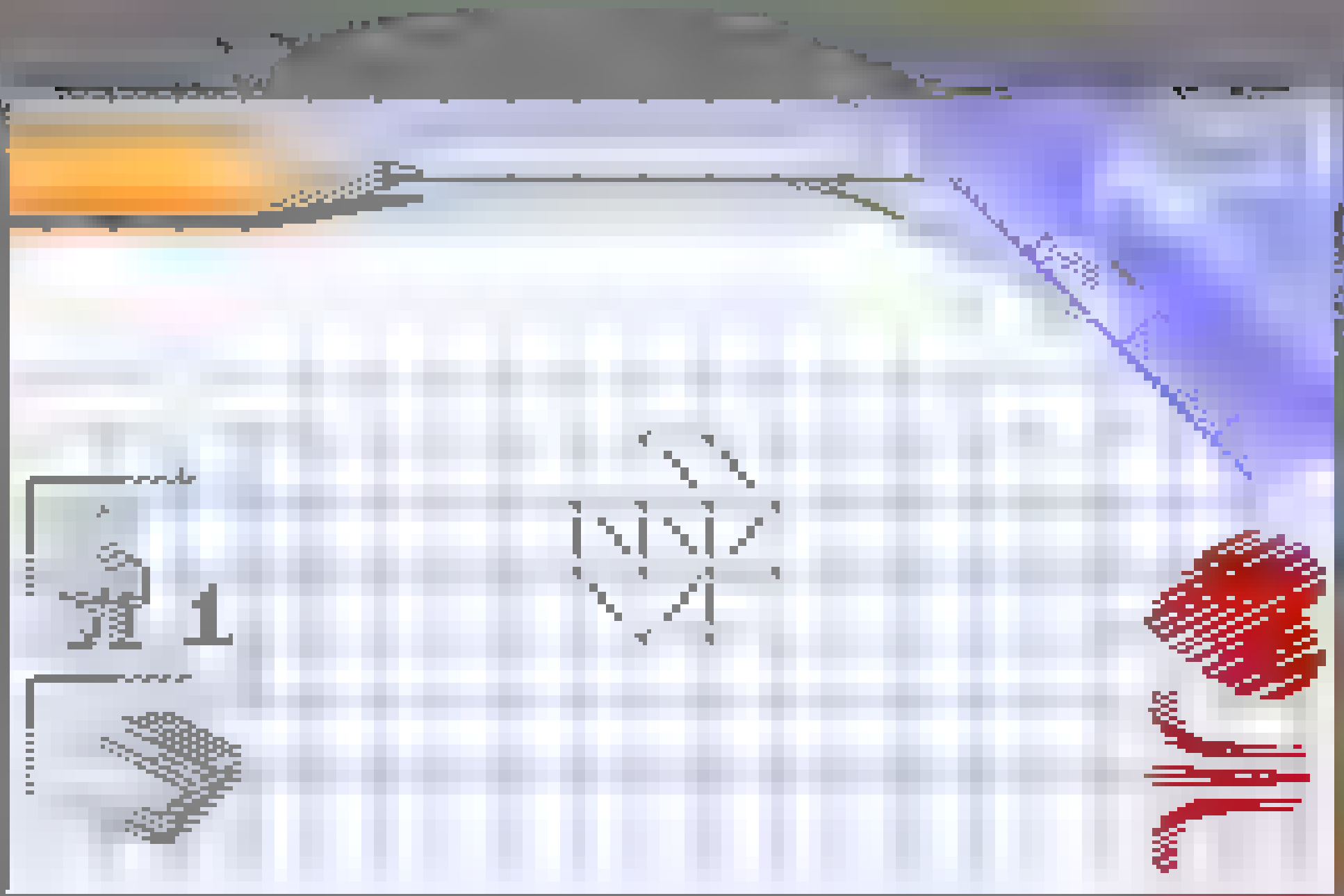

ALLEGED DALTON GANG HANGOUT.


YOUR SCORE=0
LIVES=2



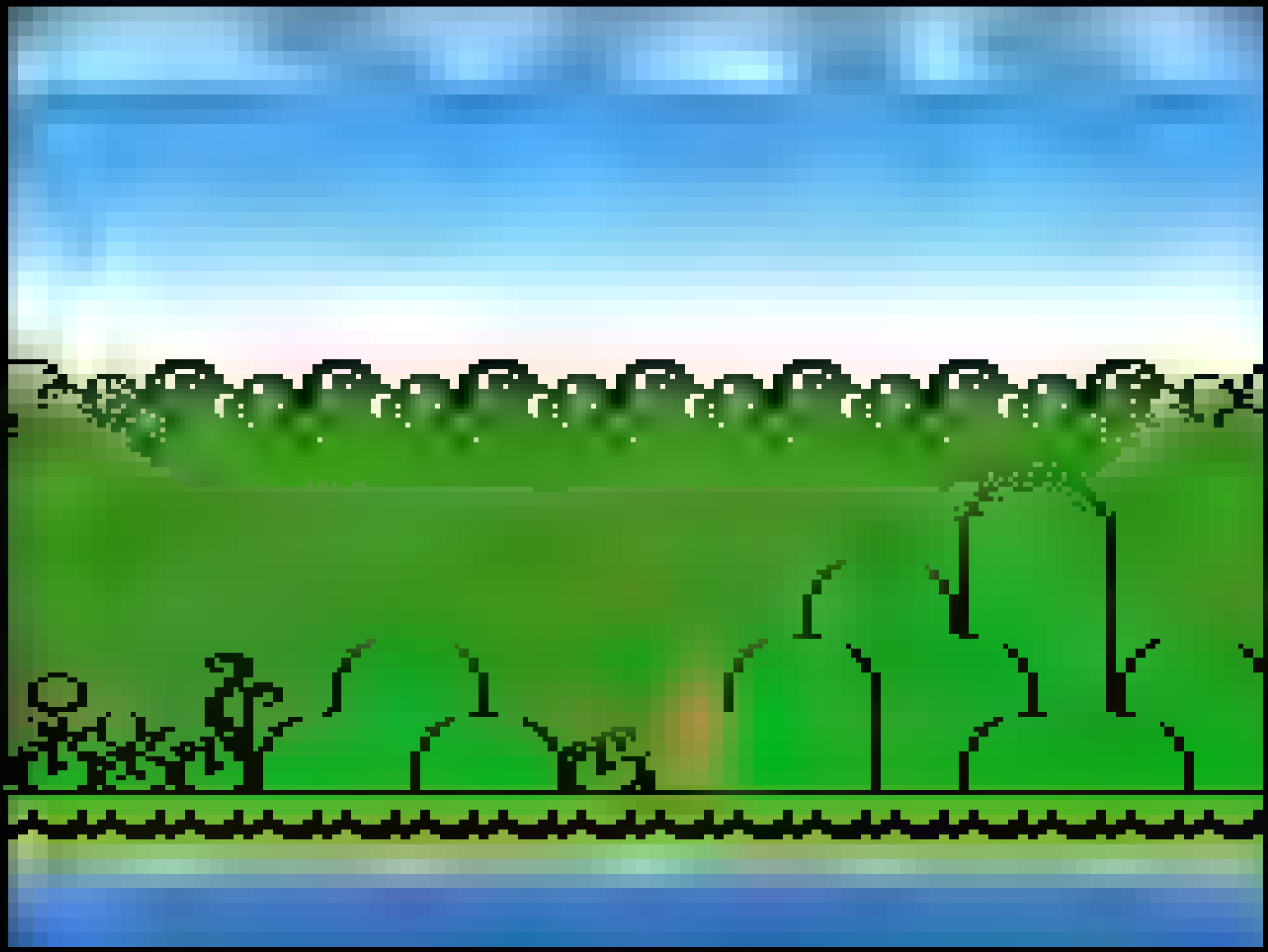
YOU HAVE JUST LOST A LIFE!

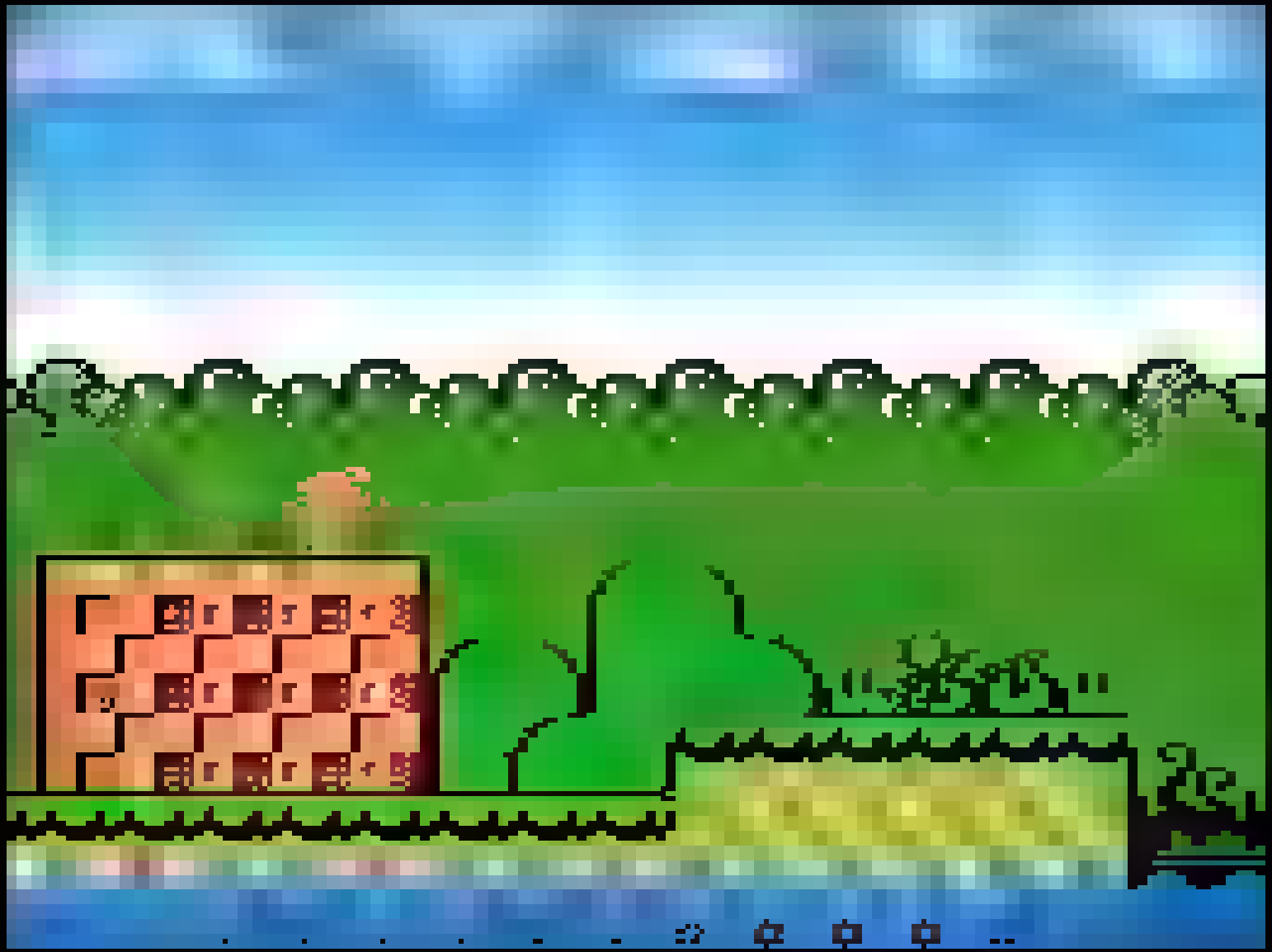

WRITTEN
BY:JAMES
ZALEWSKI
CRIME BUSTER



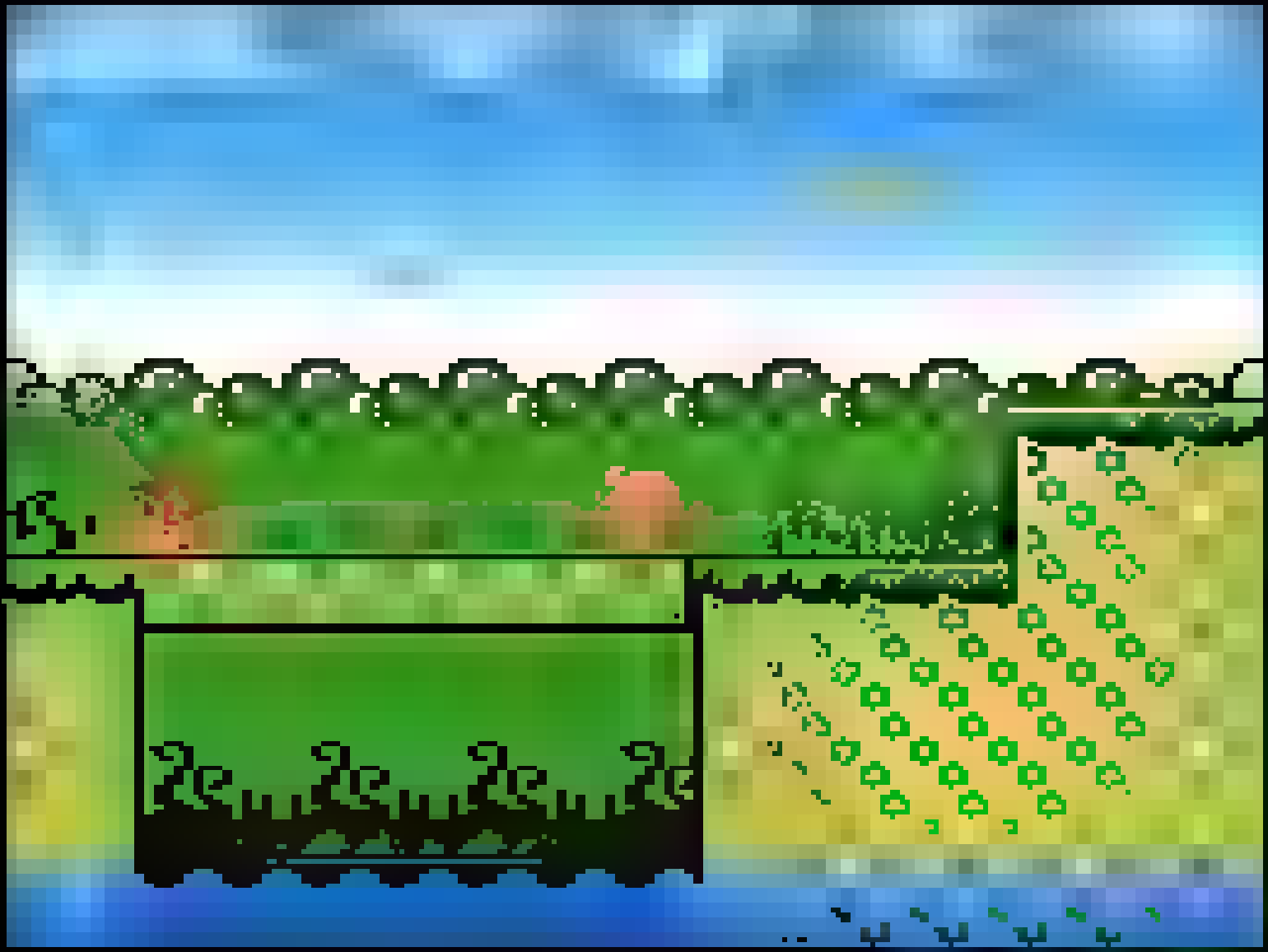


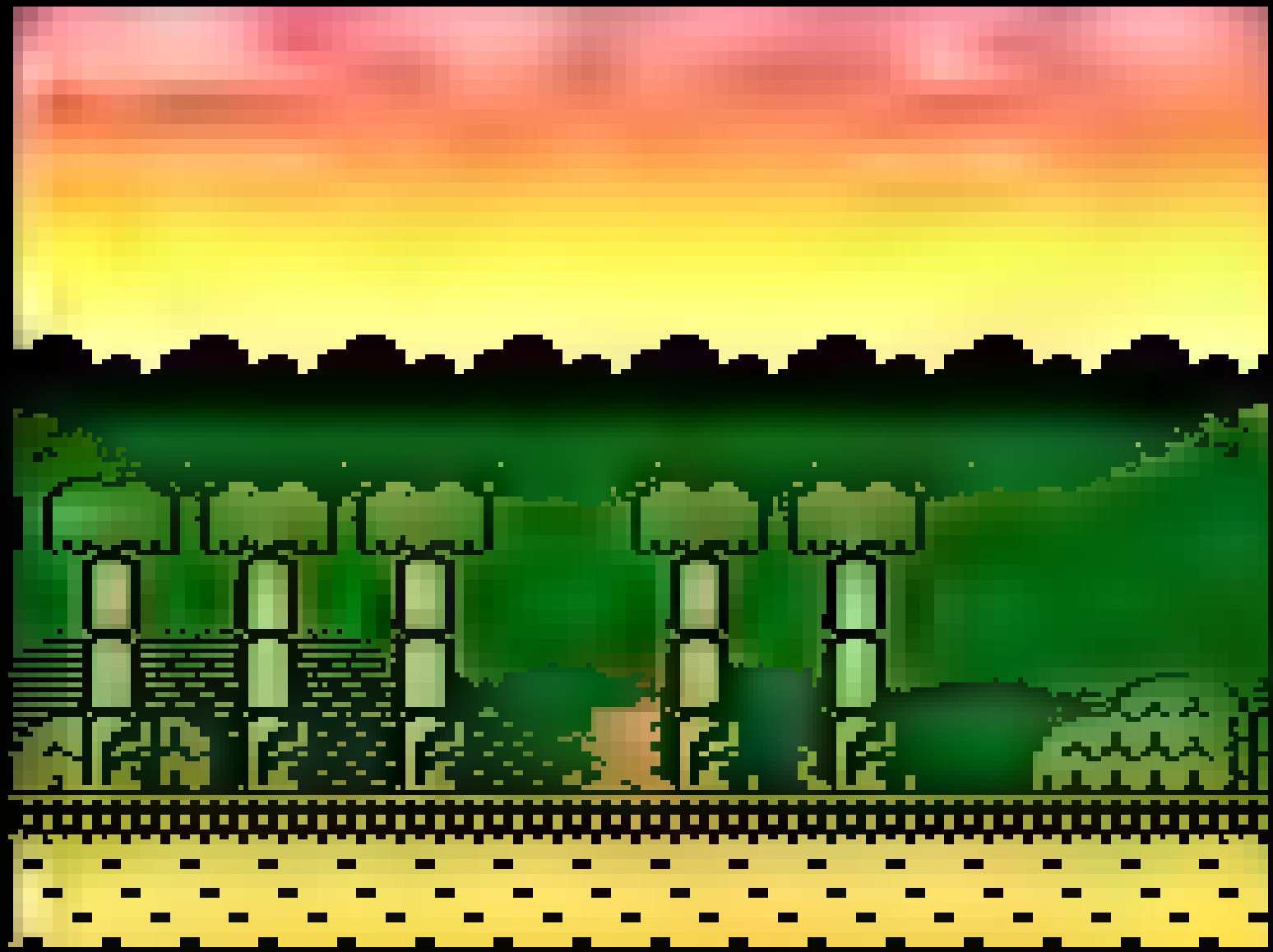

SCORE
100000
HI-SCORE
100000
SHIPS
03



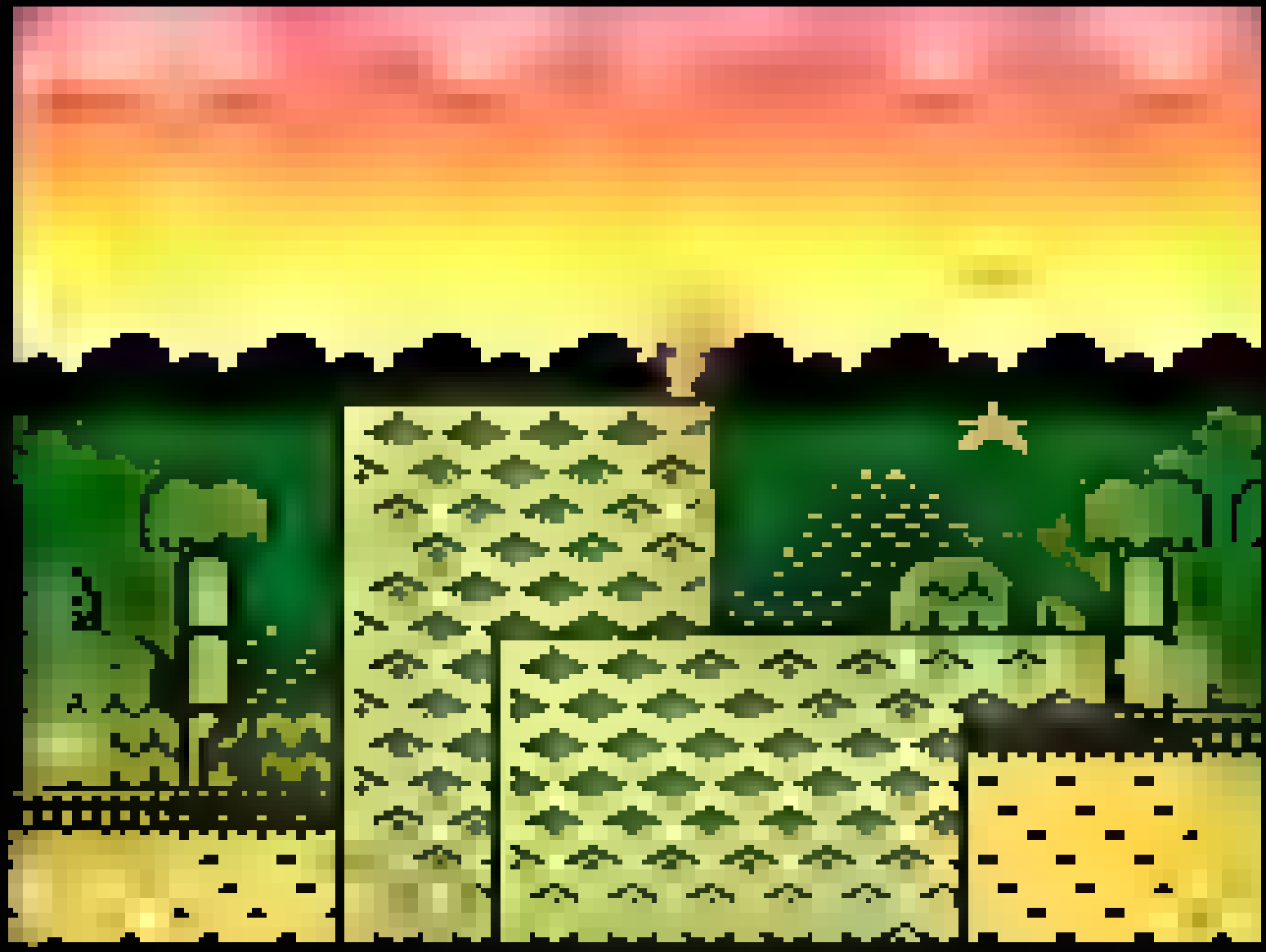




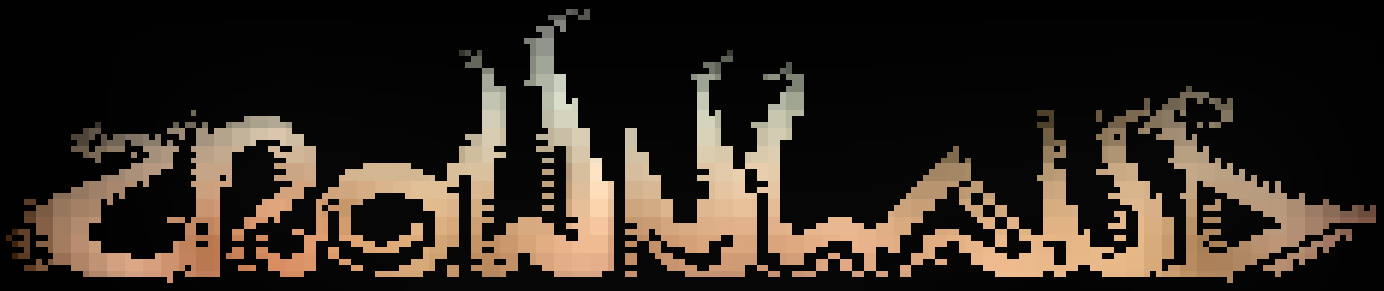












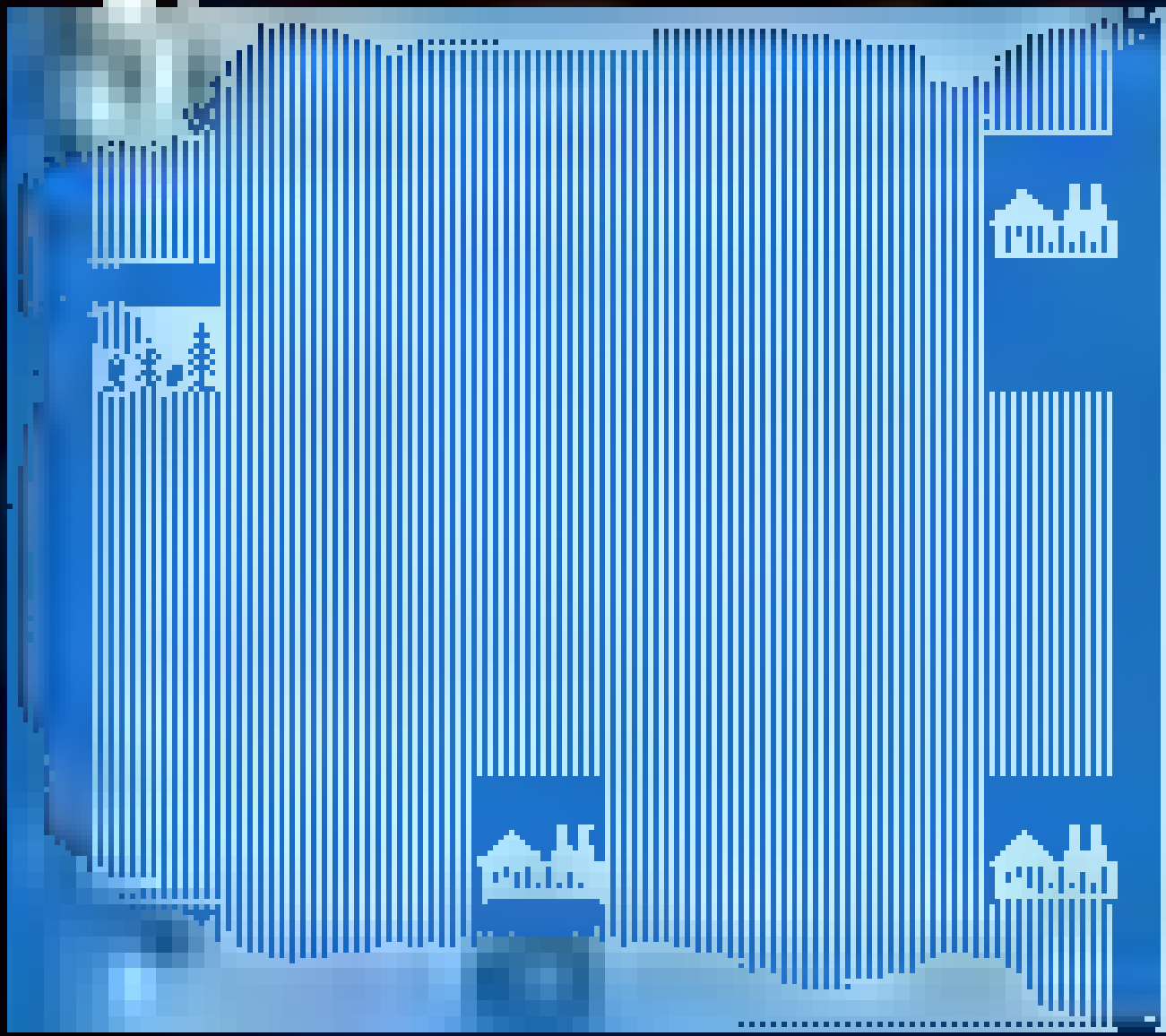
HISCORE-0020000
LASTSCORE-0000000

PROGRAMMING PIOTR MISNIEWSKI

GRAPHICS ADAM POWROZNIK

MUSIC MATEUSZ MISNIEWSKI

PRESS FIRE



WIND FAST

HEALTHY

HDG NORTH

NORMAL

PAW EMPTY

HEAD TILT
0
0

TIME 0

?

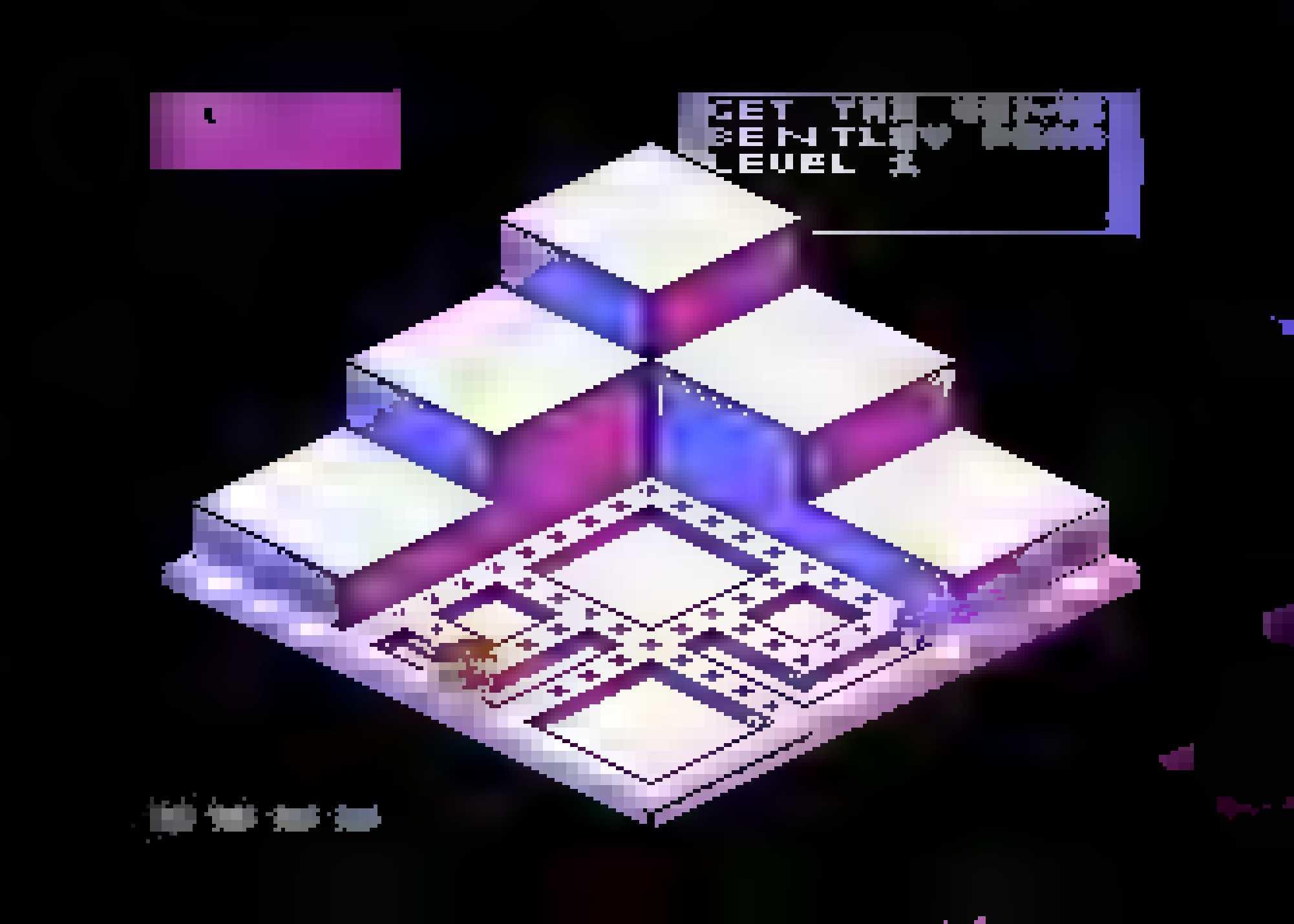


CRUSH CRUMBLE AND CHOMP



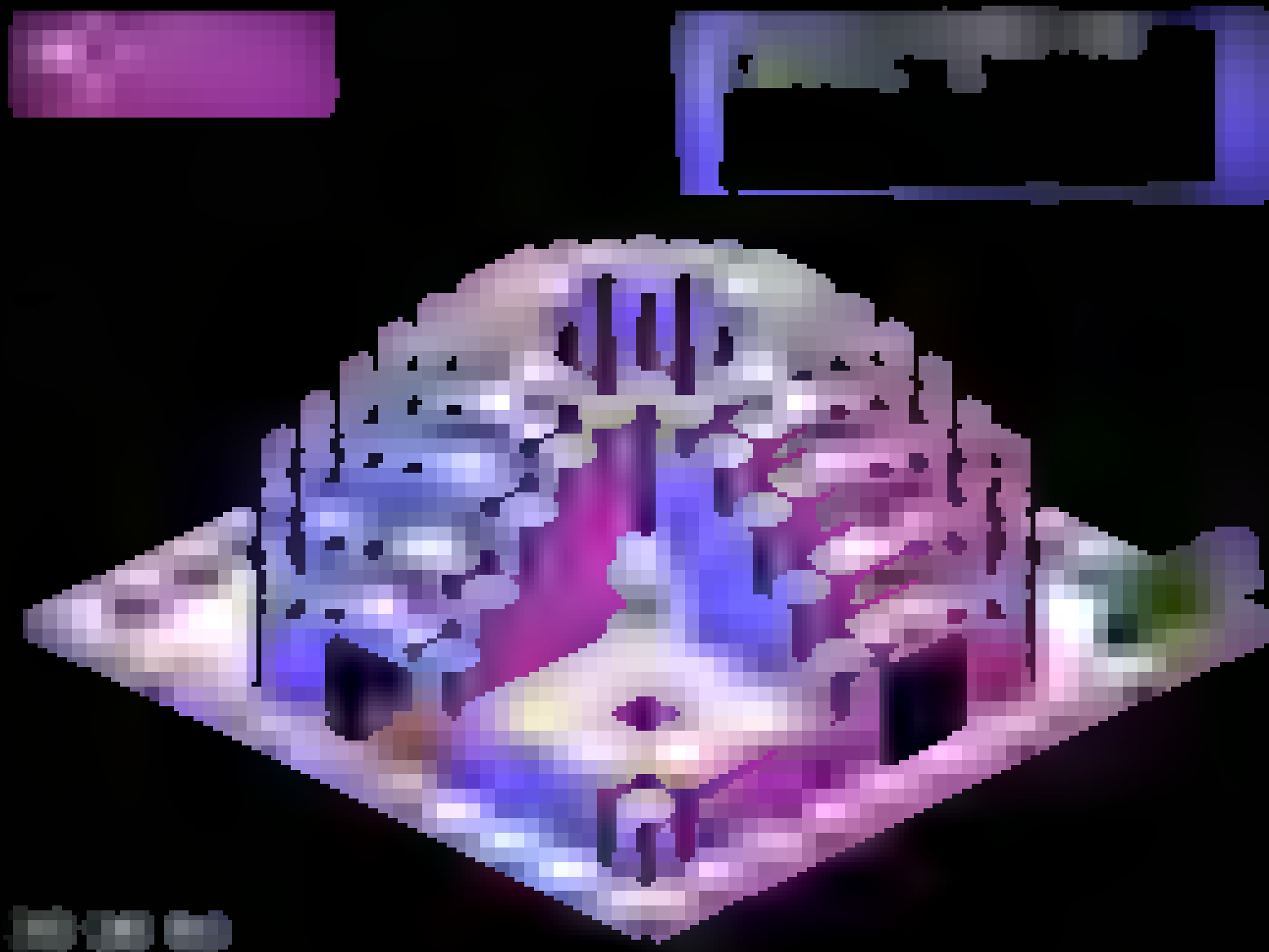
THE MOVIE MONSTER GAME

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AUTOMATED
SIMULATIONS


LEVEL 1





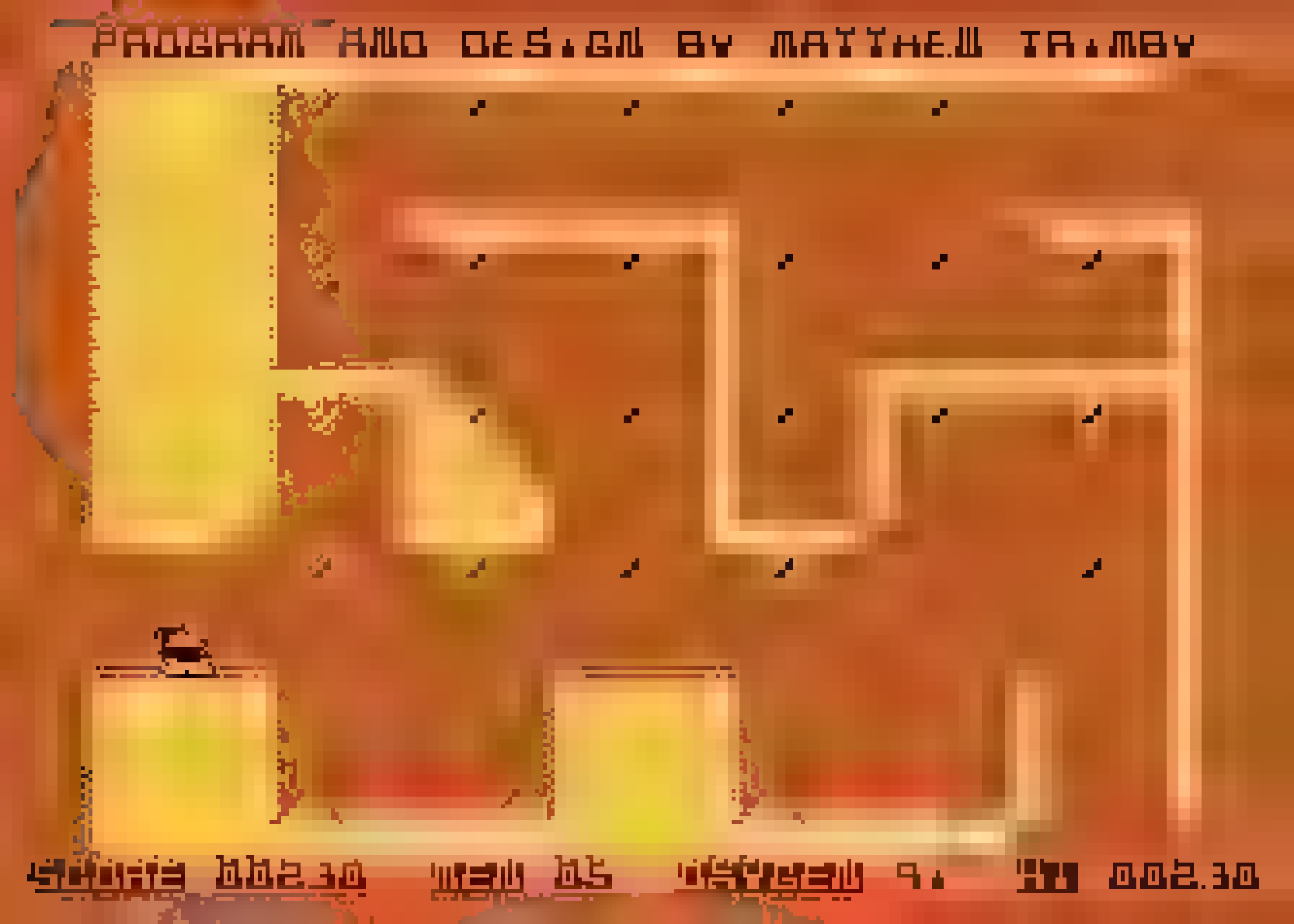




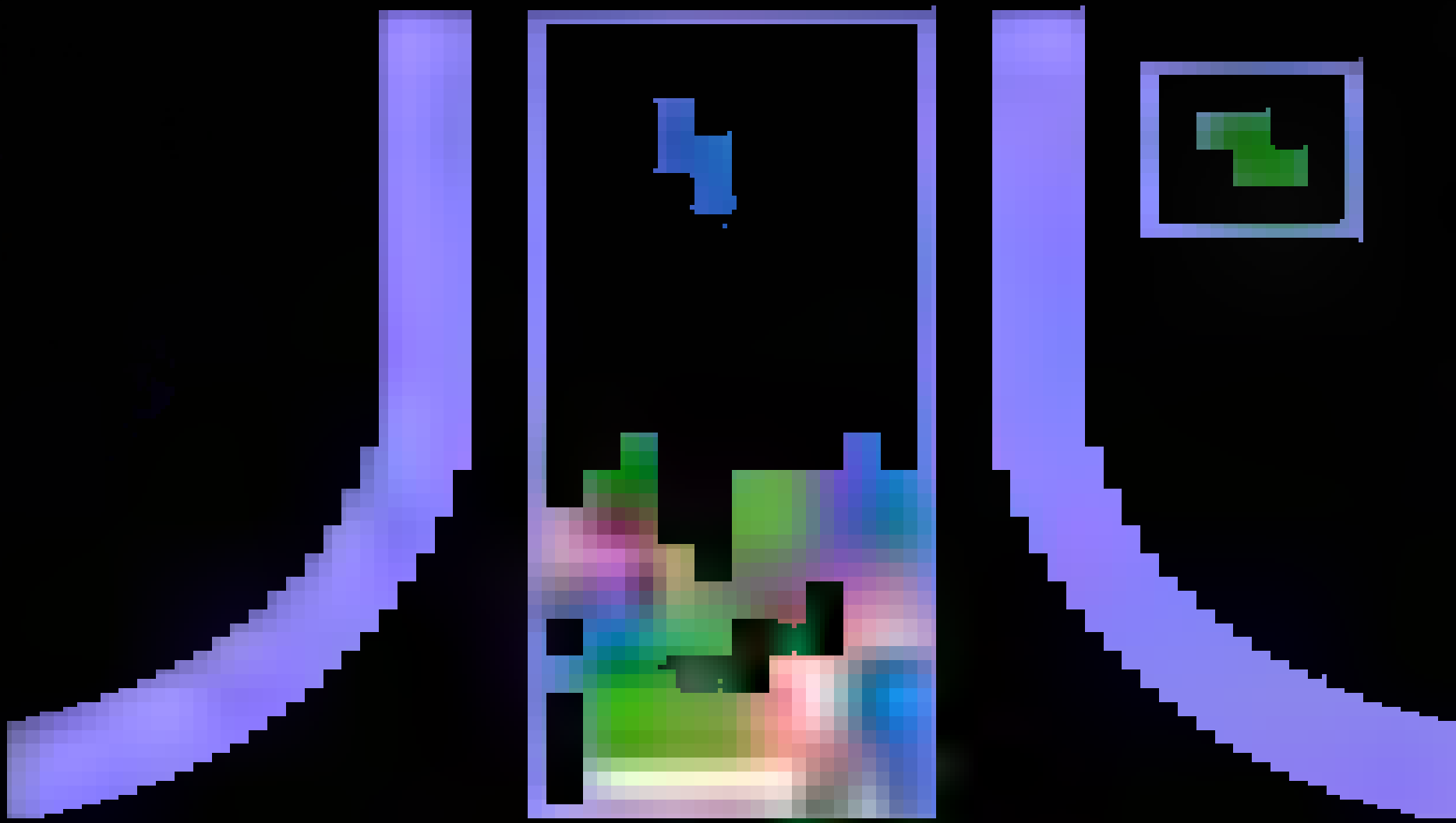
PROGRAM AND DESIGN BY MATTHEW TATMAN

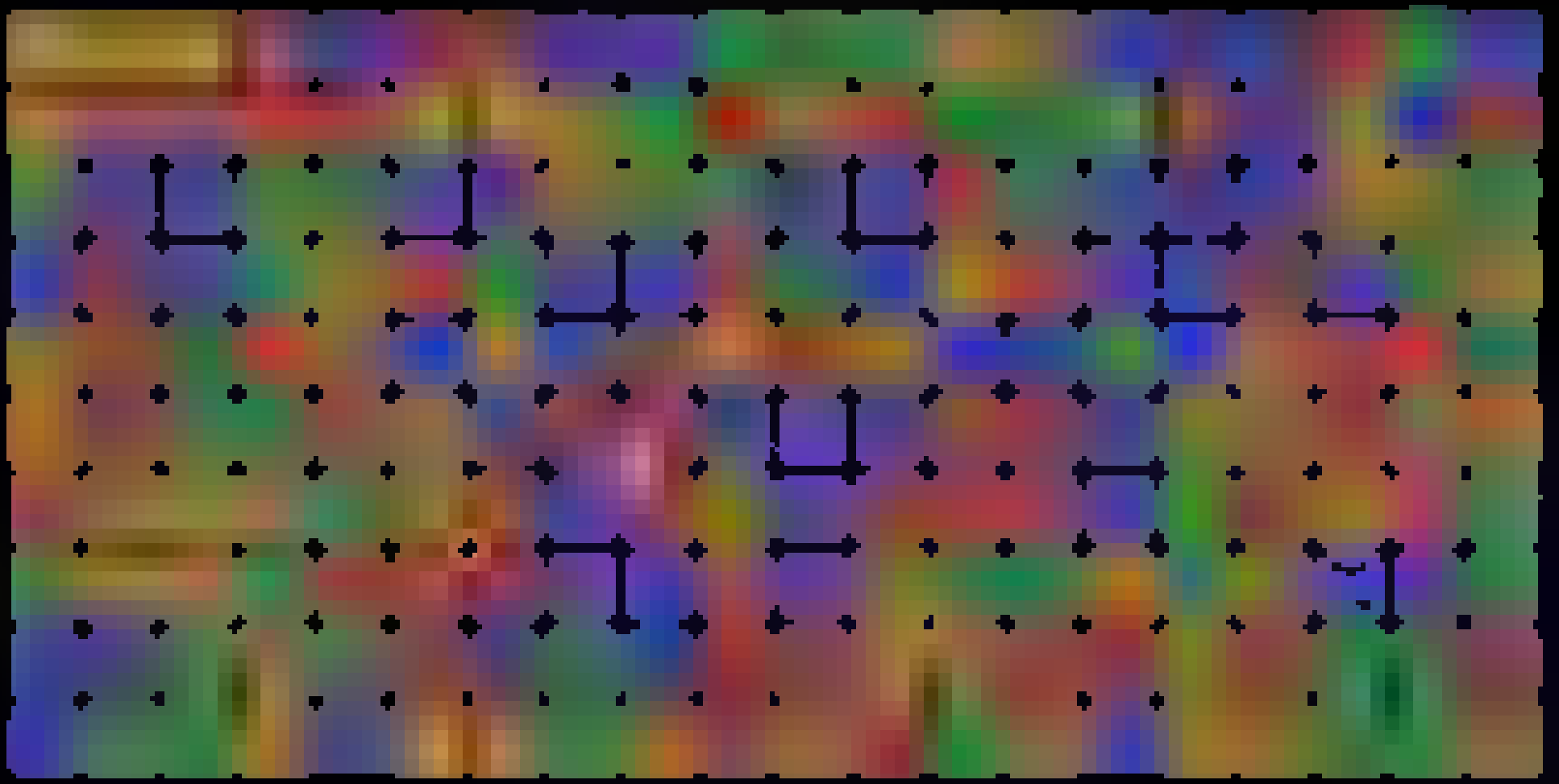
SCORE 00000 MEN 04 HIGHEST 99 LV 0210

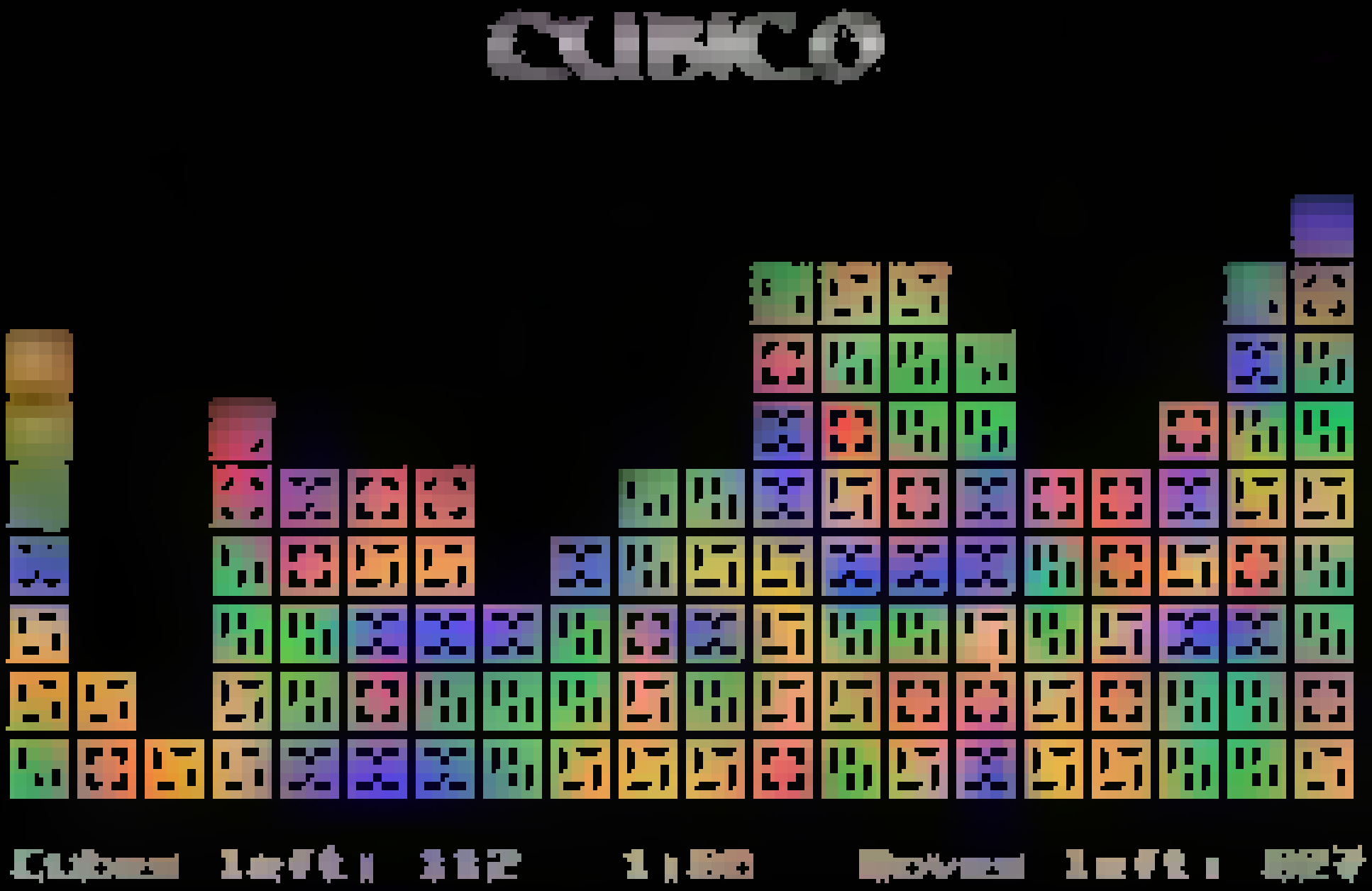
PROGRAM AND DESIGN BY MATTHEW TRIMBY



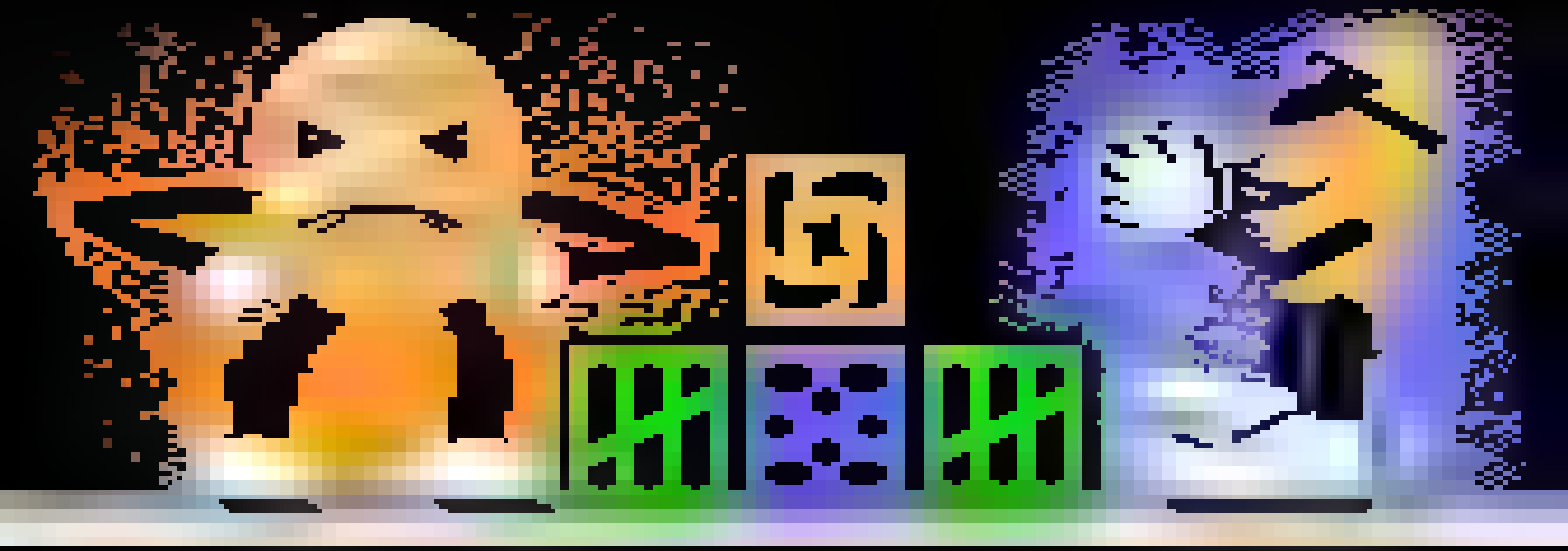

COPYRIGHT 1986
MASTERTRONIC
ORBITAL
ROBOT
OPTION DAY
SELECT SOLO
START BEGIN


Score:11881
Lines:125[16]
Level:8




CUBICO

CUBICO



I'M SO BIG AND BAD!

code by Fandal

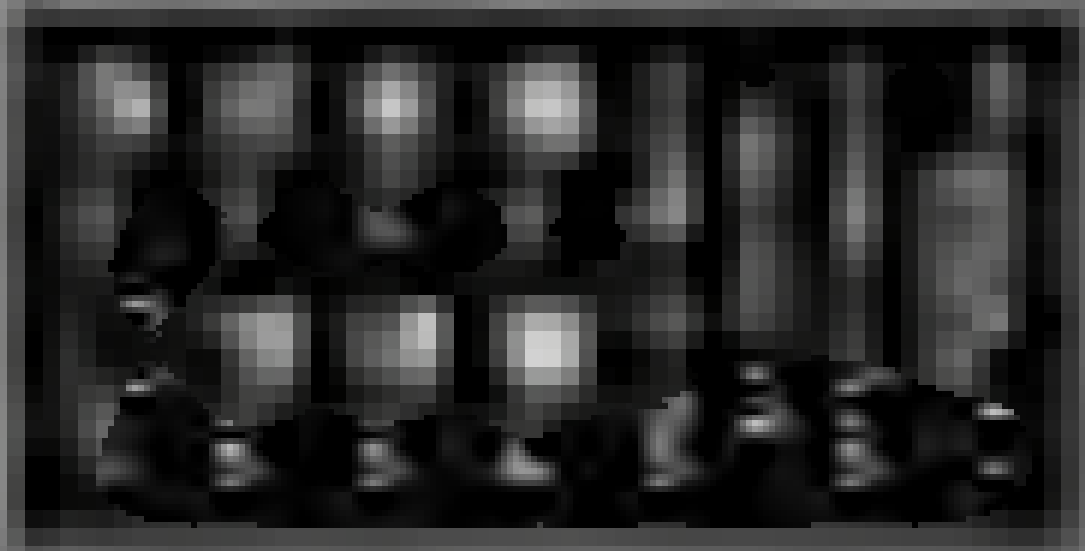
music and sounds by Raster

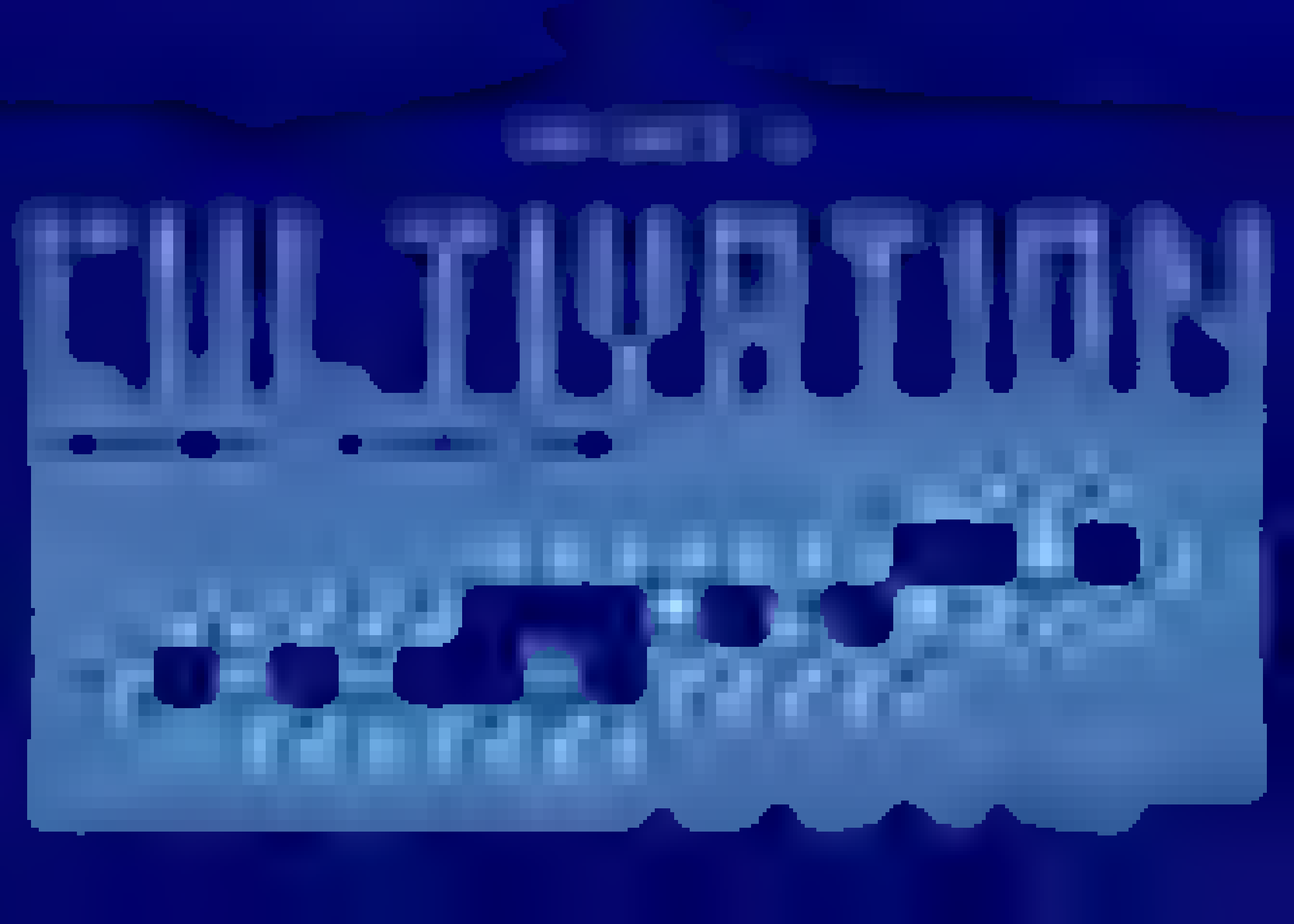
gfx by Enkay

original song by Bark Knight

December 2004


CULTIVATION!



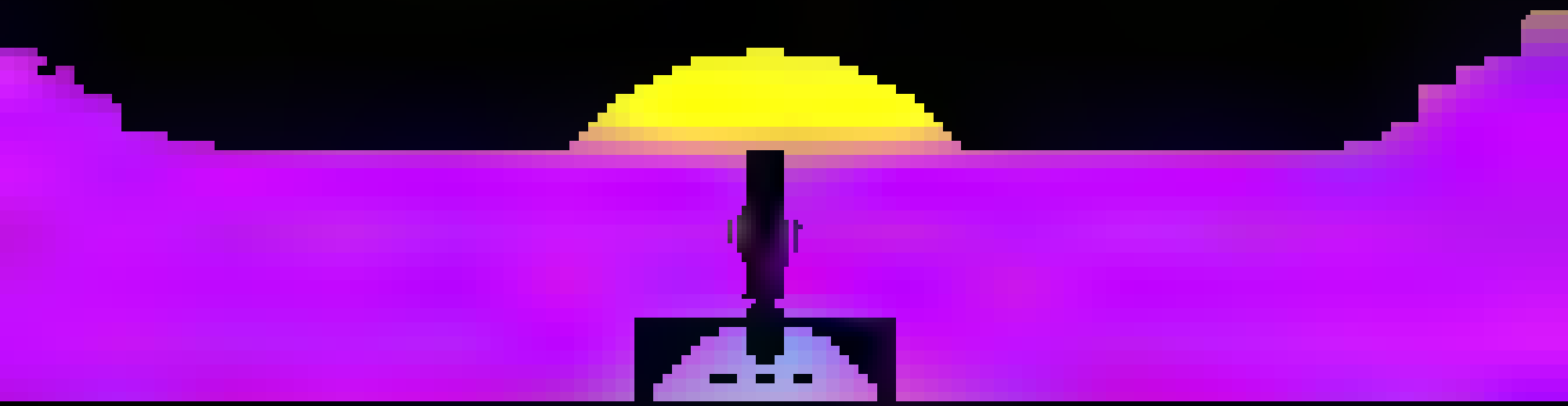

CULTIVATION





CYBERNOME

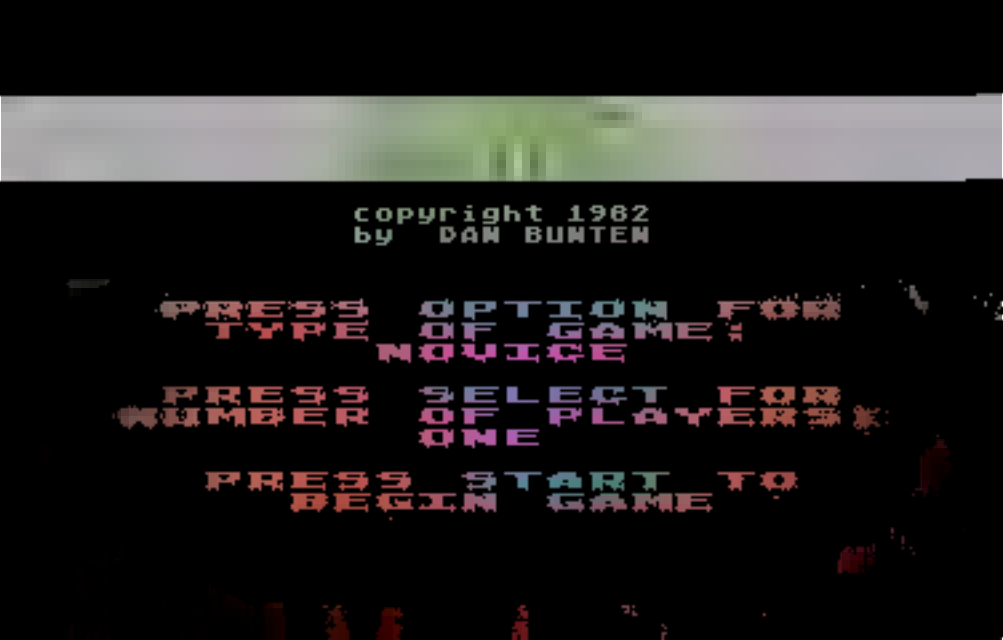
TO START PRESS FIRE
FOR LEVEL HIT SELECT
LEVEL 1



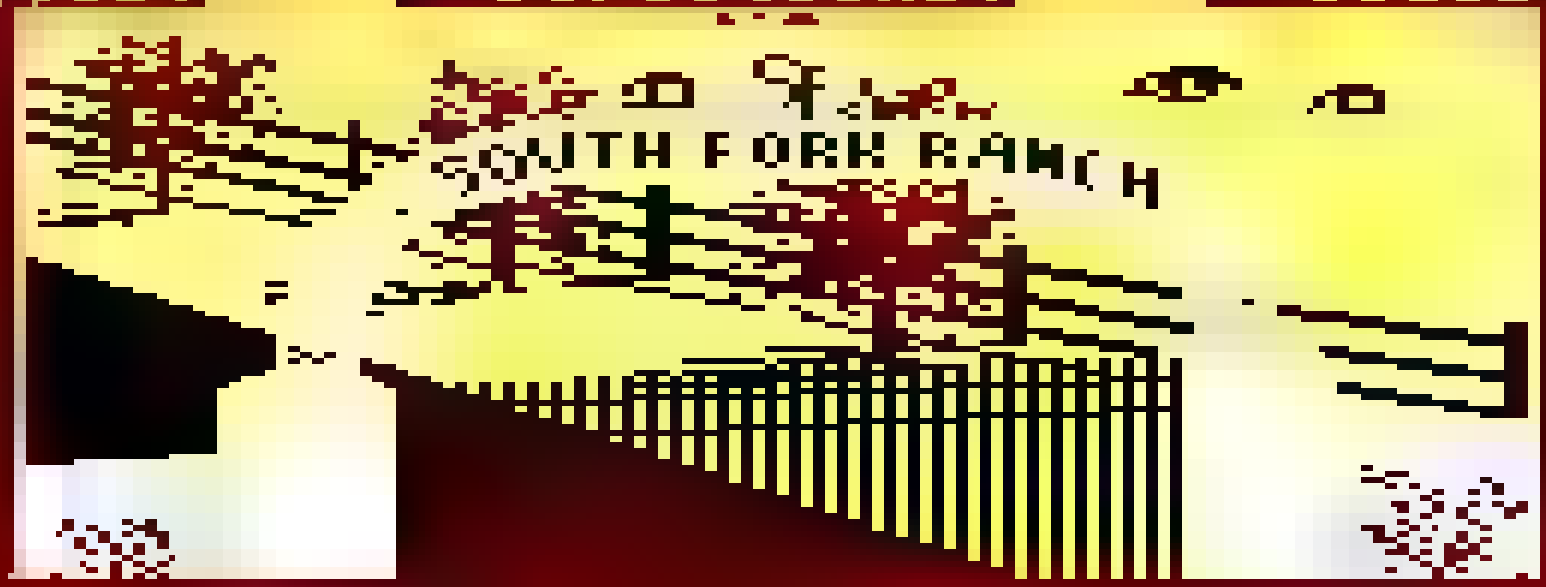
©MCMXCIII
LICENCE AND MASTERS DEVELOPMENTS LTD



MAKE TYPE


copyright 1982
by DAN BUNTEN
PRESS OPTION FOR
TYPE OF GAME:
NOVICE
PRESS SELECT FOR
NUMBER OF PLAYERS:
ONE
PRESS START TO
BEGIN GAME

Moves: Directions: Clues:



Datasoft(TM) presents:

THE


You are in the living room.

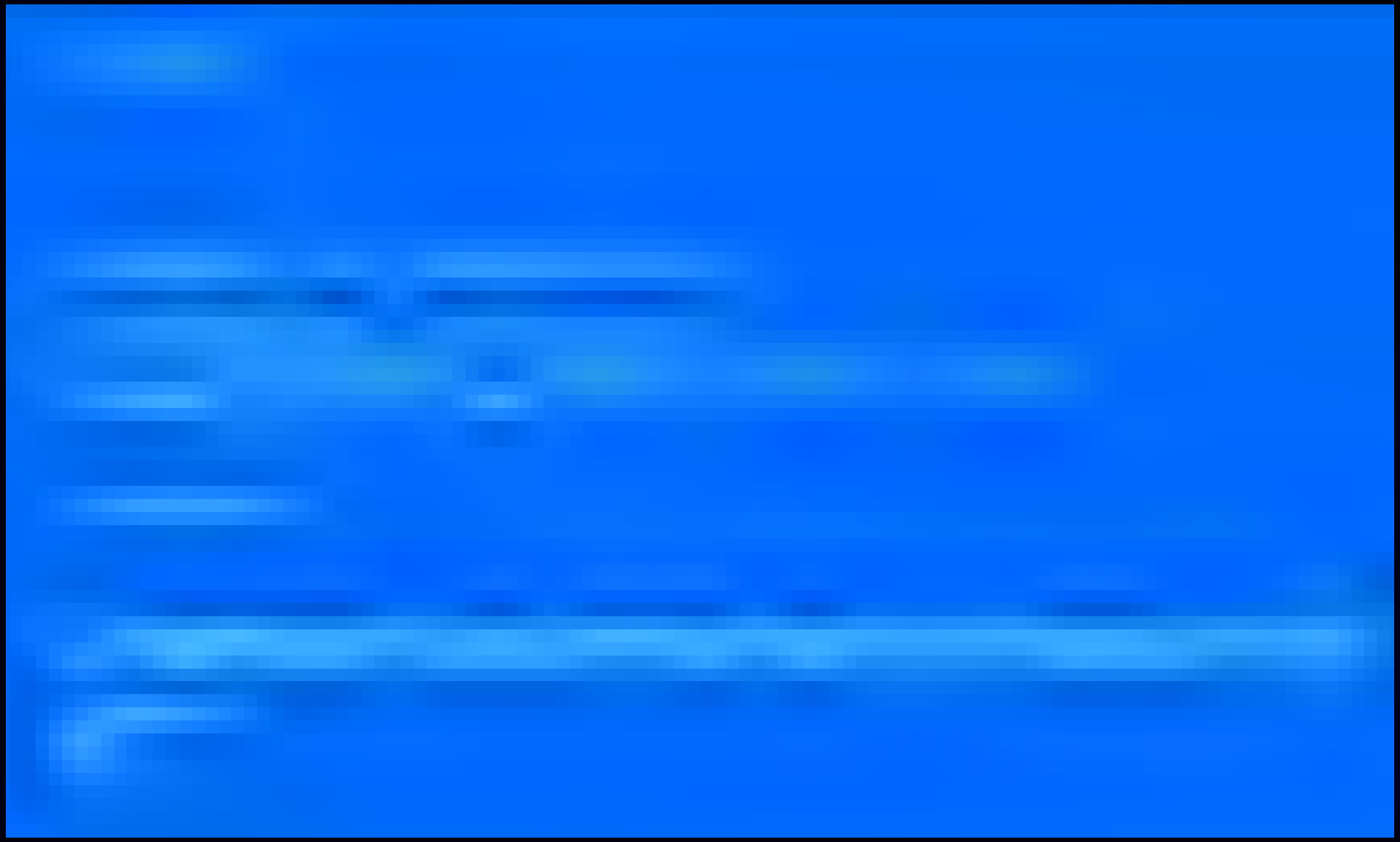
Moves: 15 Directions:EWNS Clues:



You are lost in a wheat field.

You see nothing special.


THE
DALLAS
QUEST™








THE ENGLISH SOFTWARE
COMPANY PRESENTS
DAN STRIKES BACK
AUTHOR: SIMON HUNT
© 1984
ALL RIGHTS RESERVED


zoo

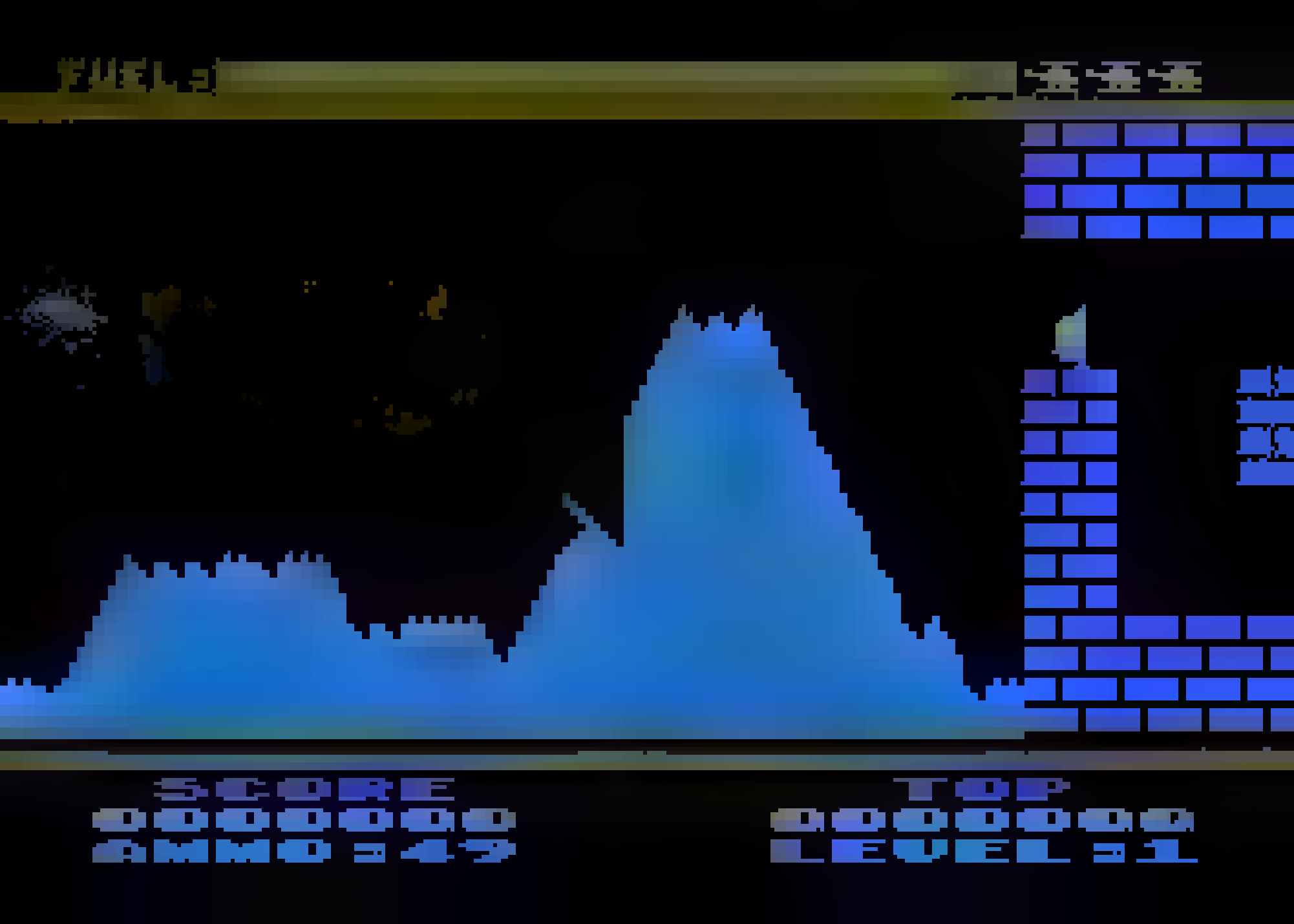

SCORE: 0
HIGHSCORE: 0
DAREDEVIL!
PRESS START TO BEGIN
BY KEMAL EZGAN


Time 0
Wrds 100
Pctg 100
Wpt 54
Arrows 20
Mag ar 2
Slain 0
Strikes 0


DUNJONQUEST
THE DATESTONES
OF RYN
COPYRIGHT (C)
1980
AUTOMATED
SIMULATIONS

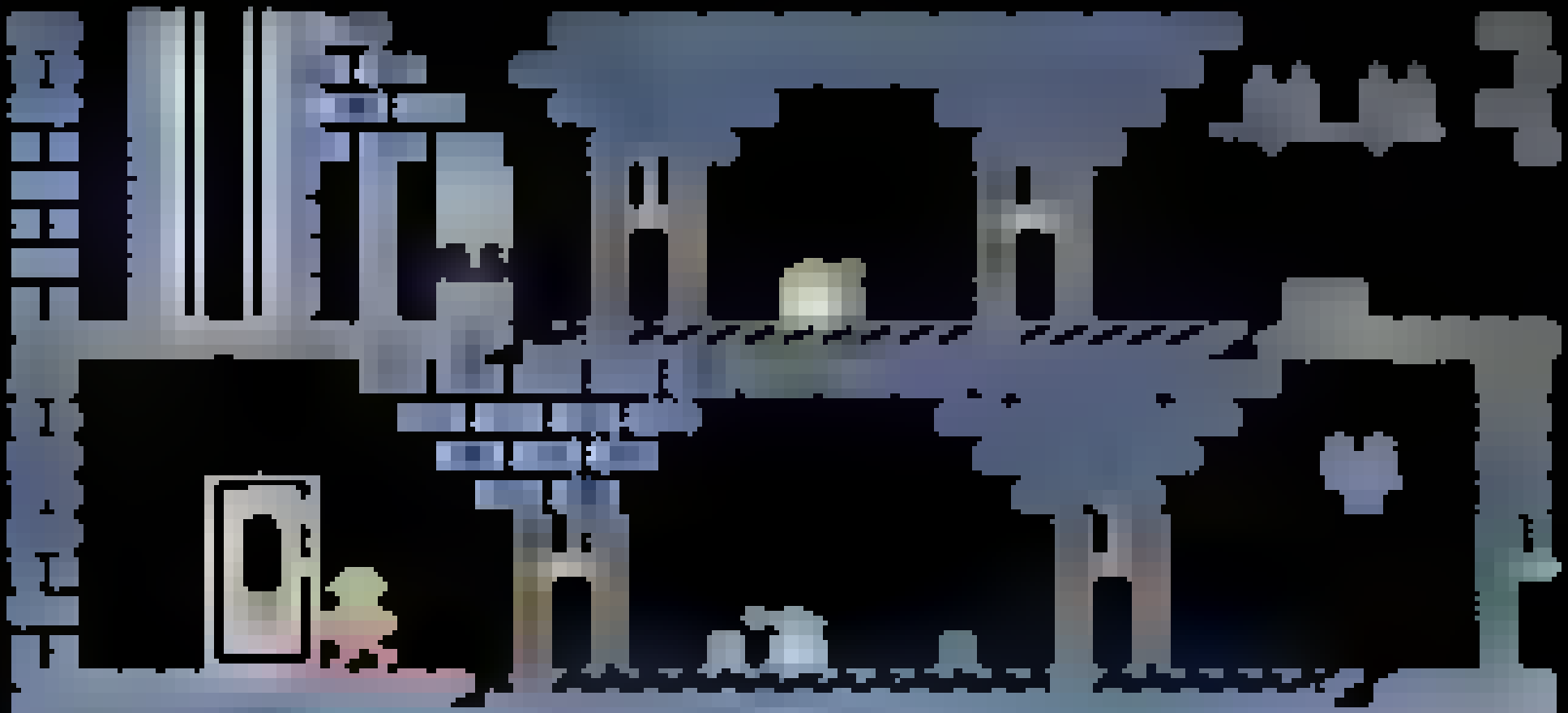

David's
0
000000
000000
000000
001500

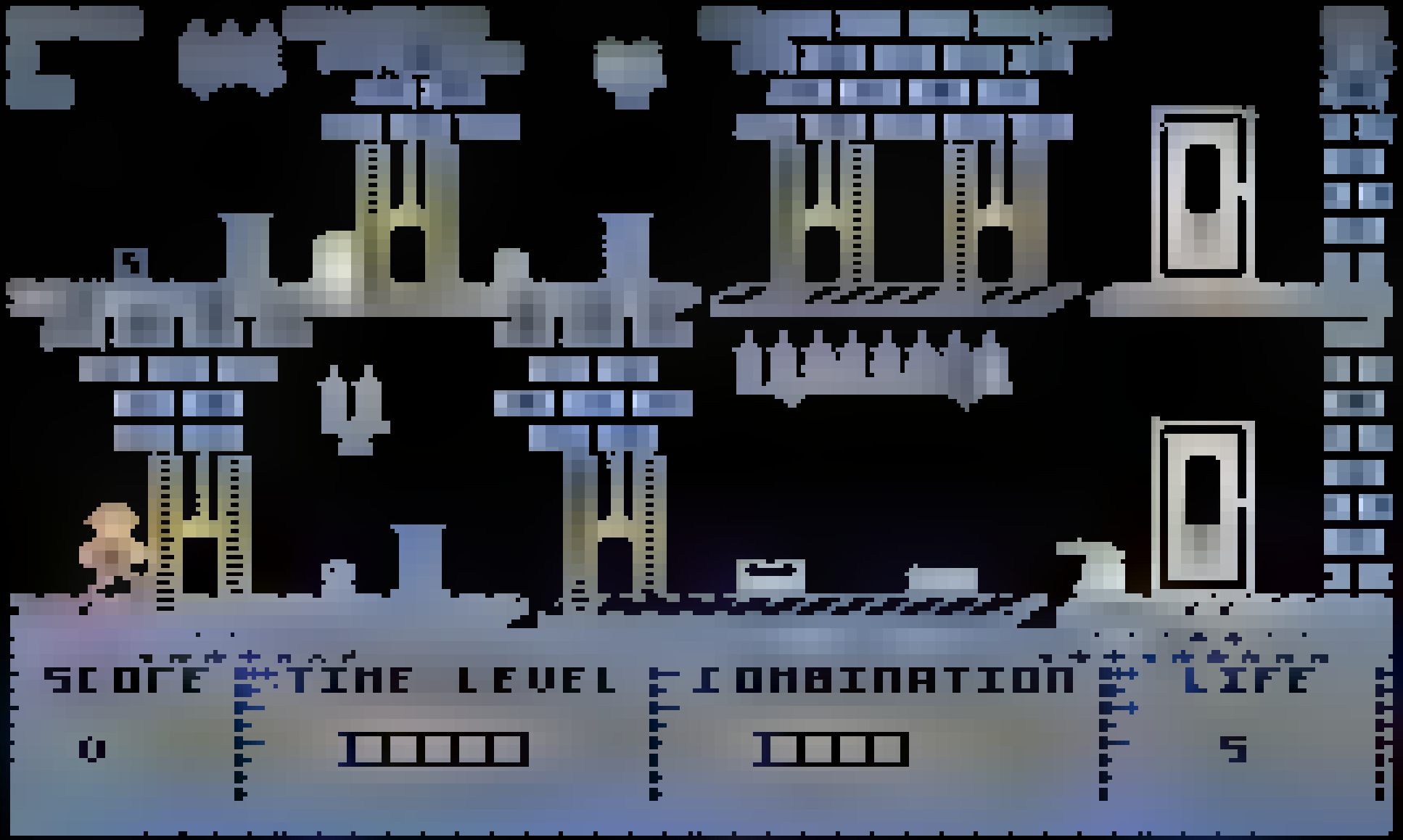

David's
Midnight
Magic

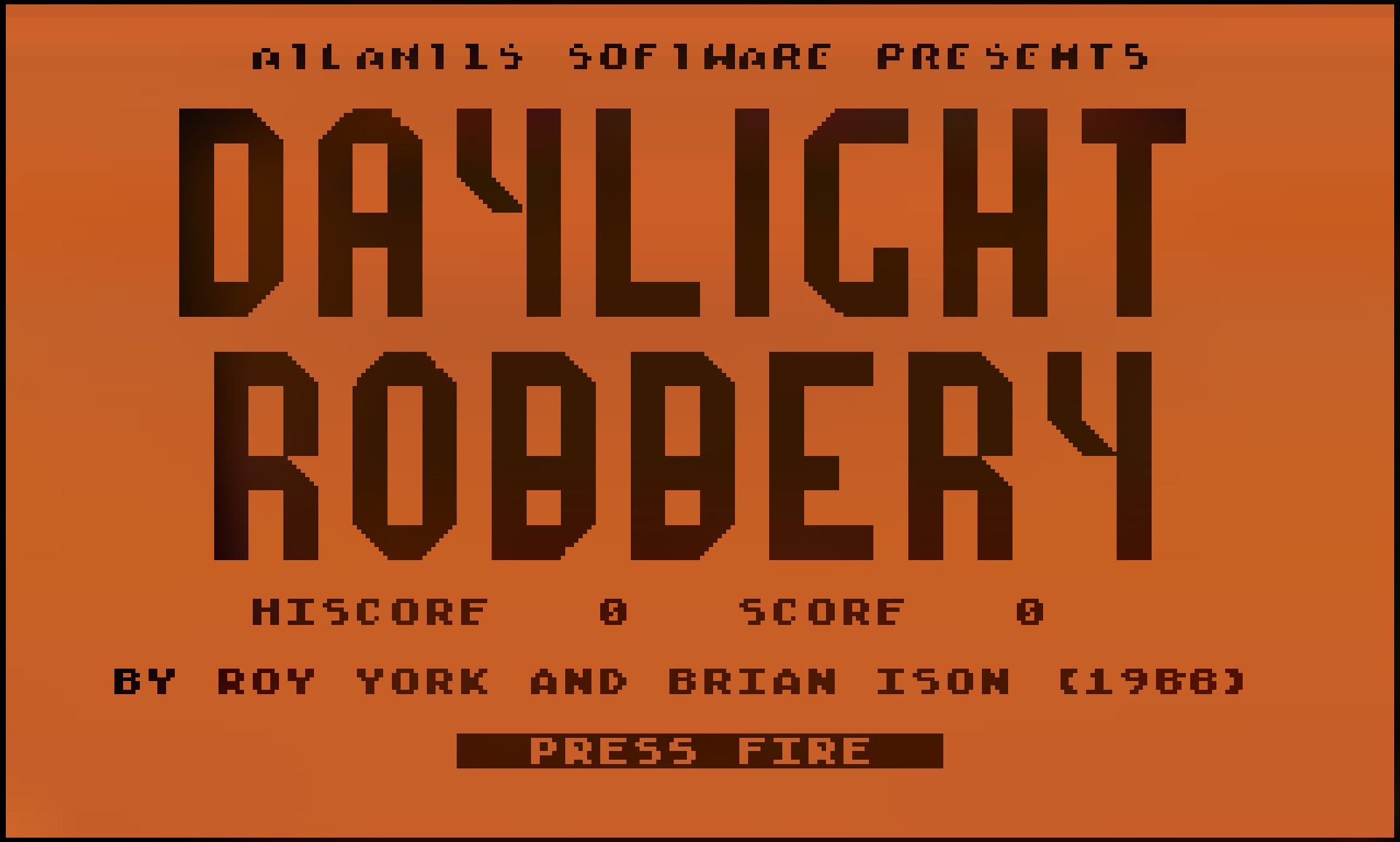

SCORE
000000
AMMO=49
TOP
000000
LEVEL=1

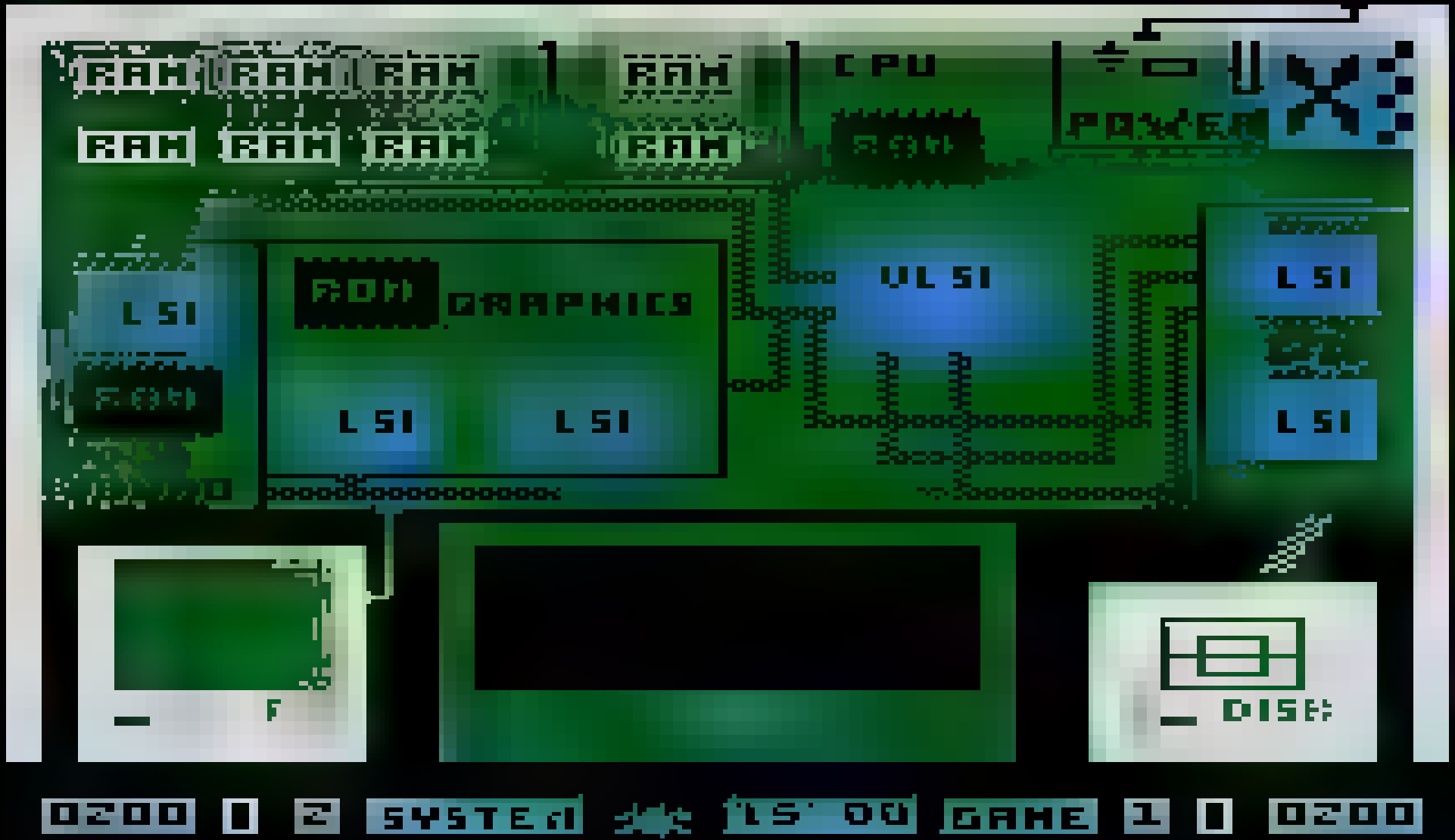

FUEL =
SCORE
000045
AMMO =45
TOP
000225
LEVEL =1

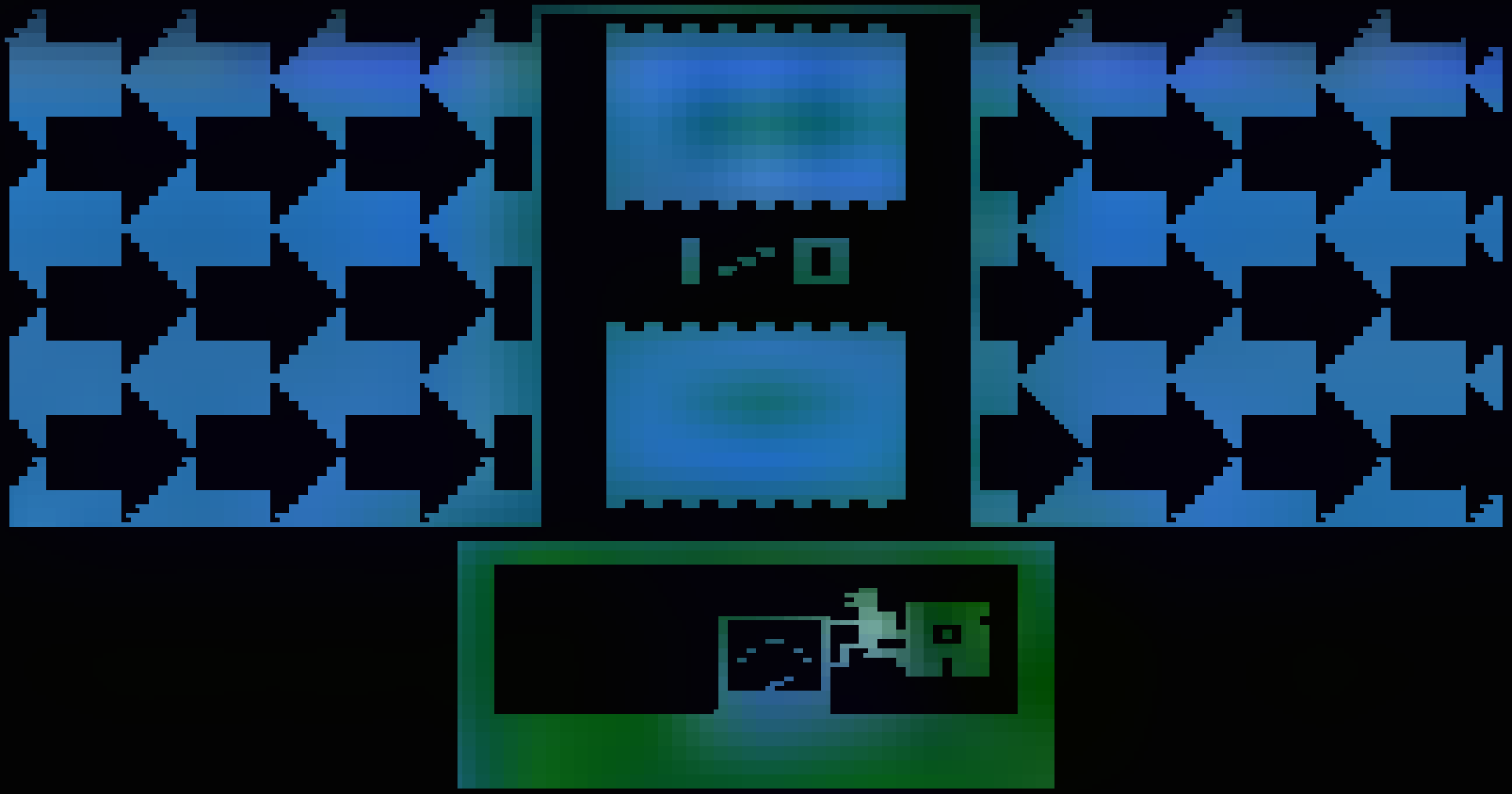

PRESENTS
PAWS
RAISED
LAST SCORE 000000
HIGH SCORE 000000


SCORE
0
TIME LEVEL
COMBINATION
LIFE
5


SCORE
0
TIME
LEVEL
COMBINATION
LIFE
5

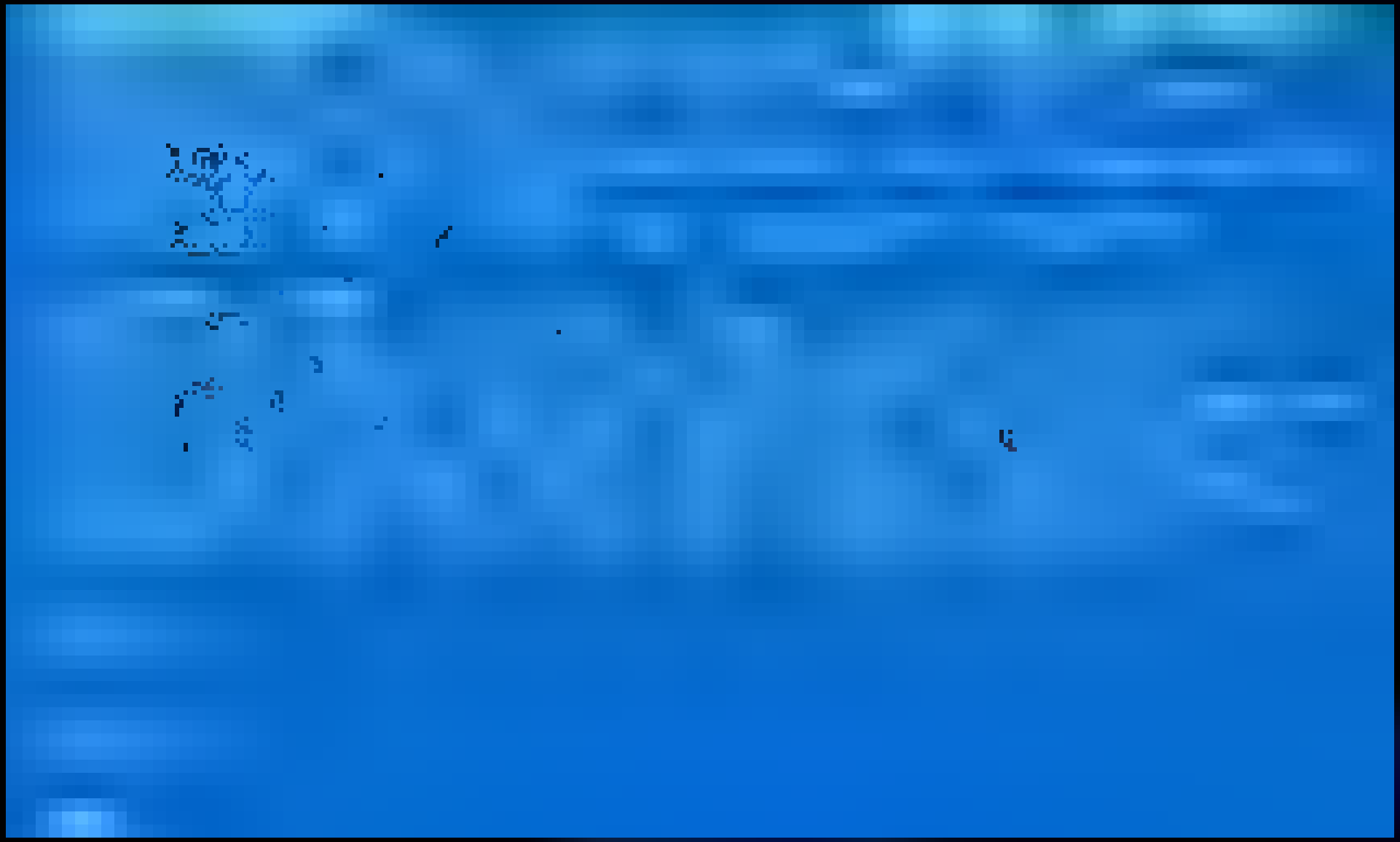

ATLANTIS SOFTWARE PRESENTS
DAYLIGHT ROBBERY
HISCORE 0 SCORE 0
BY ROY YORK AND BRIAN ISON (1986)
PRESS FIRE


RAM
RAM
RAM
RAM
RAM
RAM
RAM
RAM
CPU
POWER
ROM
GRAPHICS
LSI
LSI
LSI
VLSI
LSI
LSI
DISK
0200
2
SYSTEM
ON
GAME
1
0200


SYSTEM
IS ON


PRESENTS
D-BUG
ELECTRONIC ARTS

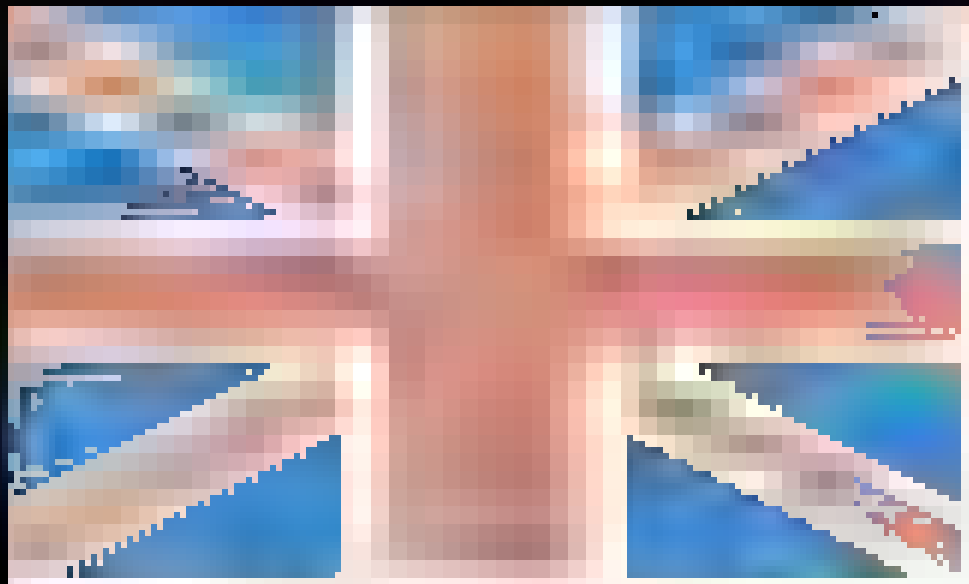






PREPARE FOR BATTLE!





For two years now the war has see-
sawed back and forth across North
Africa. Each side has gained the

3250

ATTACK WAVE 1
COMPLETED

ENEMIES APPROACHING

Introduction 1

Chapter 1: Getting Started 5

Chapter 2: Basic Concepts 12

Chapter 3: Advanced Techniques 28

Chapter 4: Troubleshooting 45

Appendix A: Glossary 60

Appendix B: Resources 72

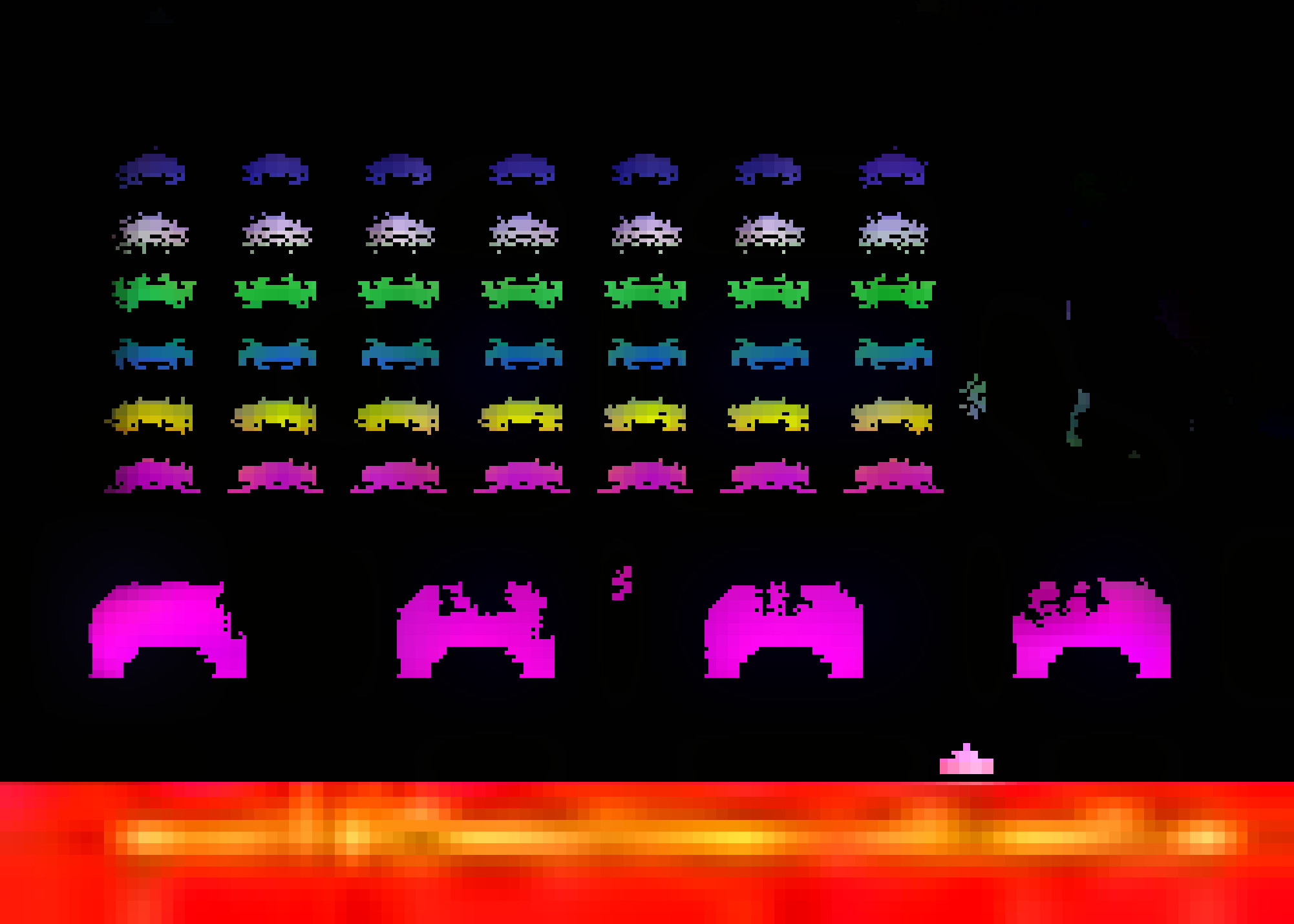
Index 80

SCORE 1750

ATTACK WAVE 2
COMPLETED

ENEMIES 8


DEFENDER
ONE PLAYER GAME
SELECT GAME AND PRESS
THE START BUTTON
1 PLAYER START



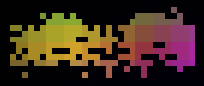
DELUXE INVADERS

BONUS BASE FOR SCORING 10,000 PTS

SCORE TABLE

 = 10 POINTS

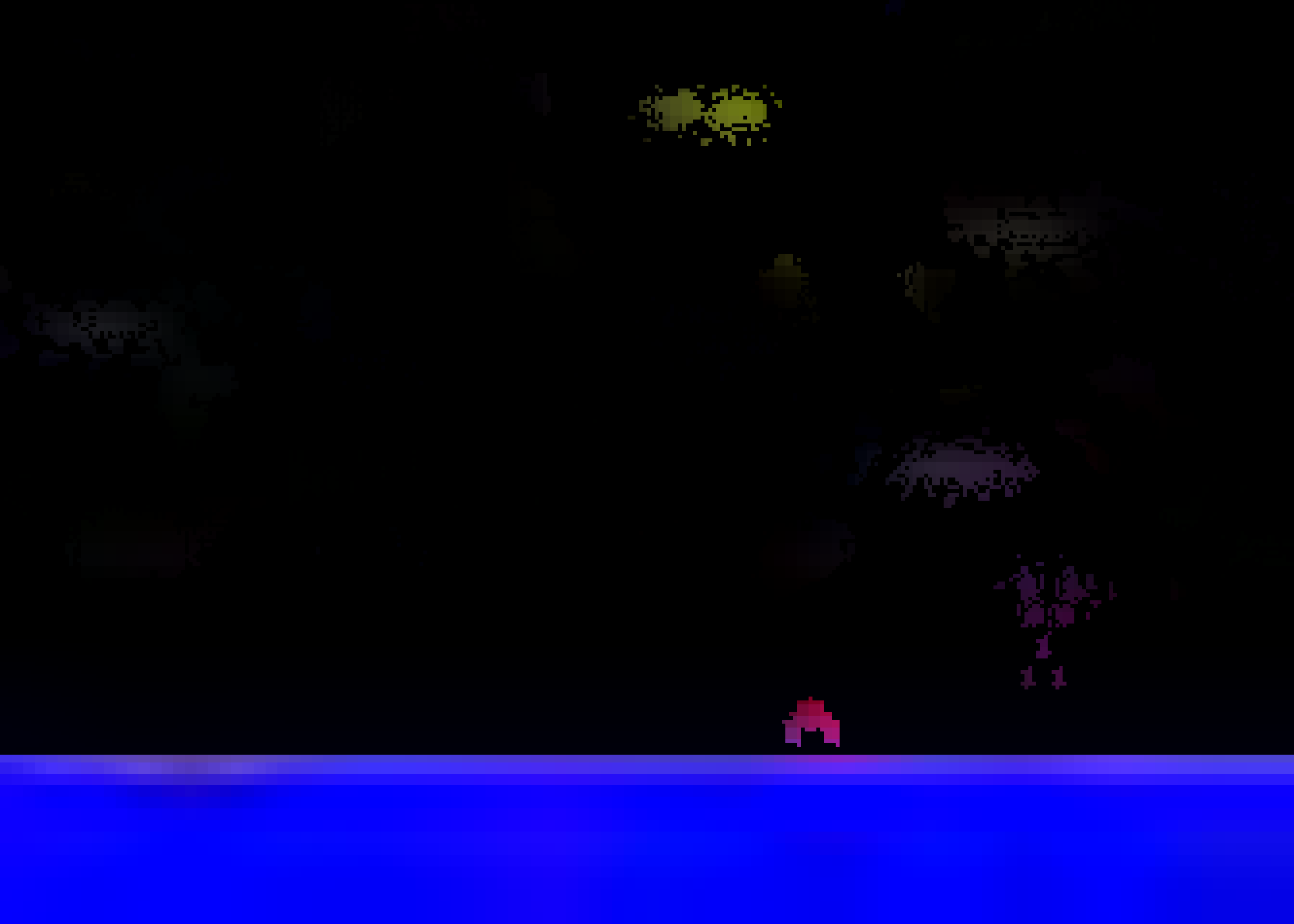
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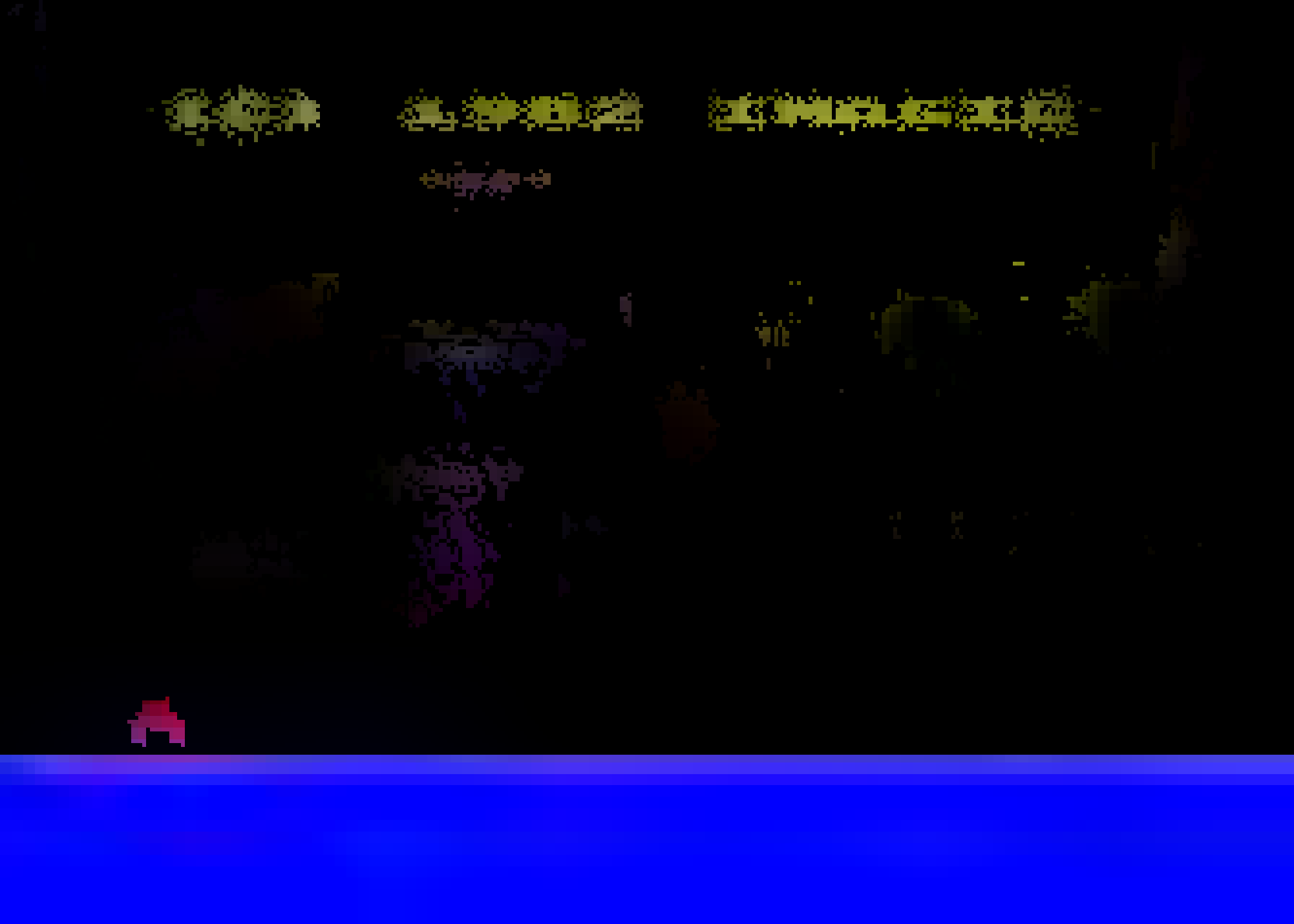
 = 30 POINTS

 = ??? POINTS

 = 200 POINTS

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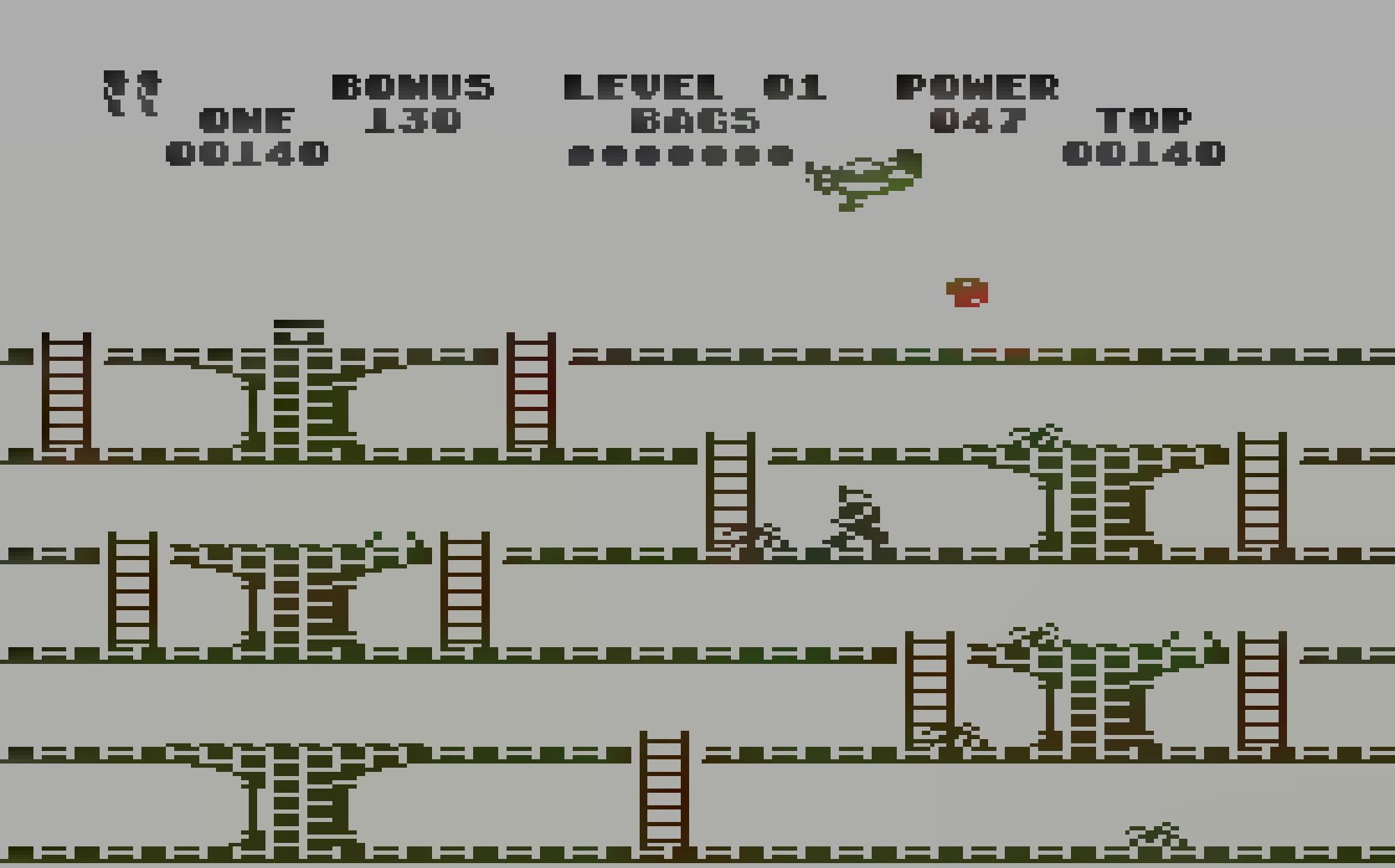




BONUS LEVEL 01 POWER

ONE 130 BAGS 047 TOP

00140 00140





5

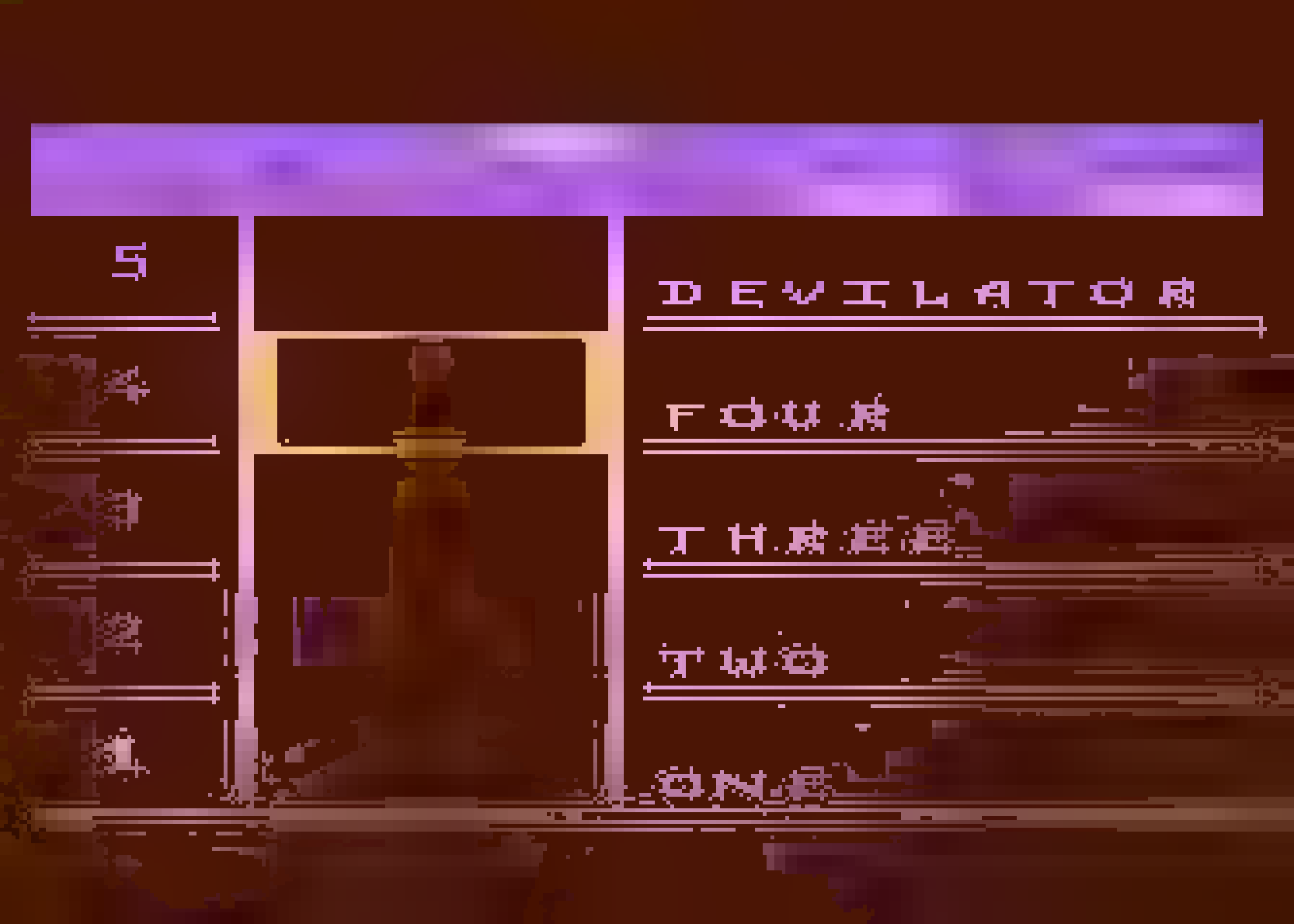
4

3

2

1




5
DEVILATOR
FOUR
THREE
TWO
ONE

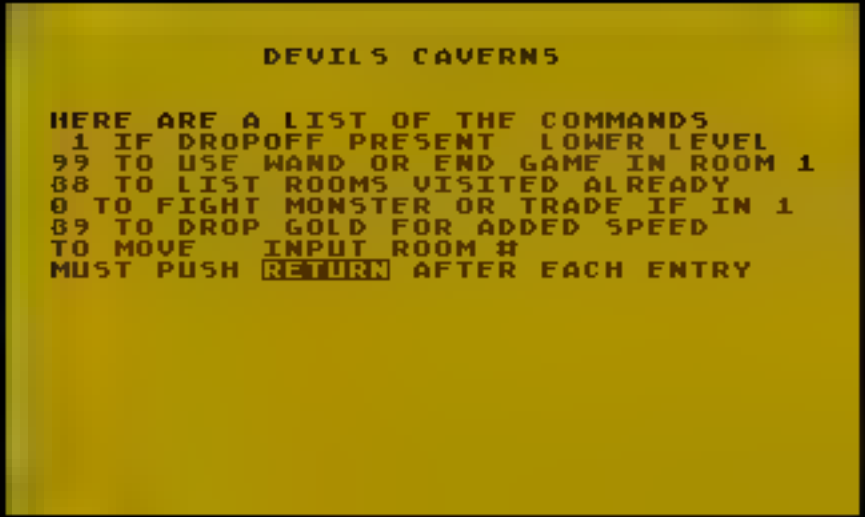
```
MOVE FROM 1 ) 4 6 12 ?6

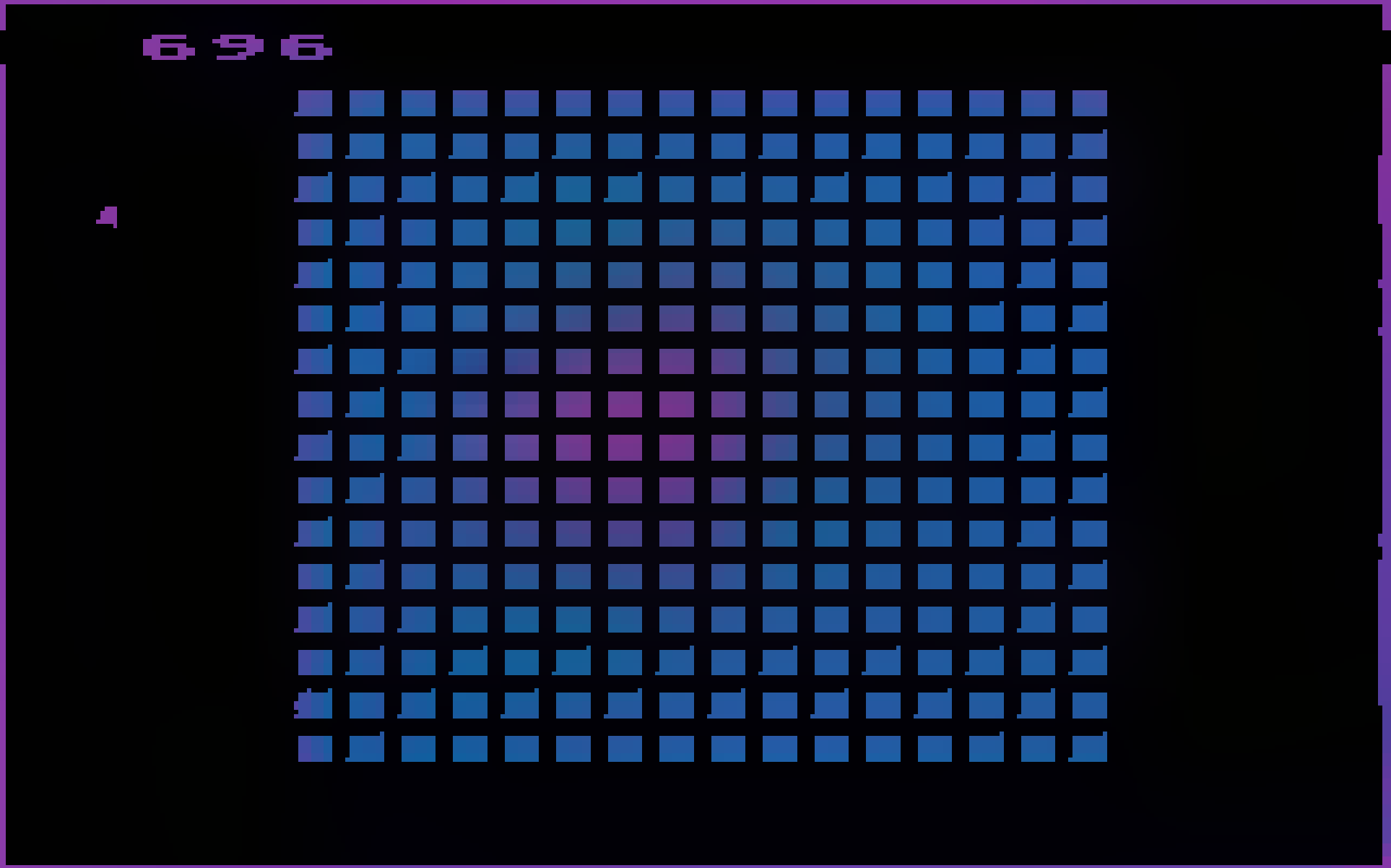
                ROOM 6

GOLD 0      EXP  1              LEVEL 1
SPEED    99 STRENGTH    99
Monster's Speed  10 Strength  11
'Demons'
'Poisonous Gas'
ONEWAY SLIDE TO    12
                                DROPOFF
MOVE FROM 6 ) 1 14 17 ?14
ESCAPED
CURSED BY DEMON'

                ROOM 14

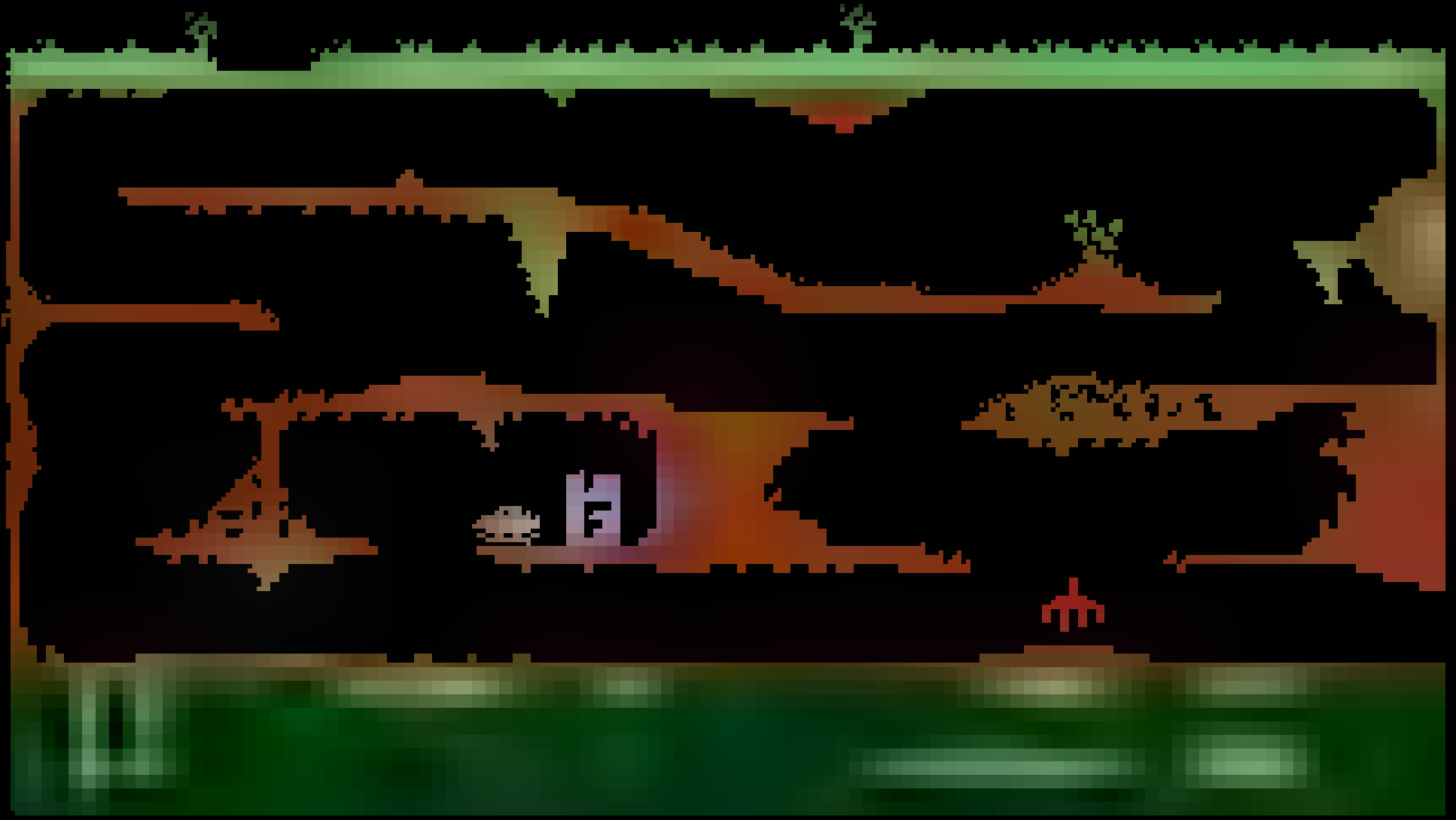
GOLD 0      EXP  2              LEVEL 1
SPEED    48 STRENGTH    98
Monster's Speed  15 Strength  17
'Demons'
'Poisonous Gas'
ONEWAY SLIDE TO    15
MOVE FROM 14 ) 6 12 ?
```

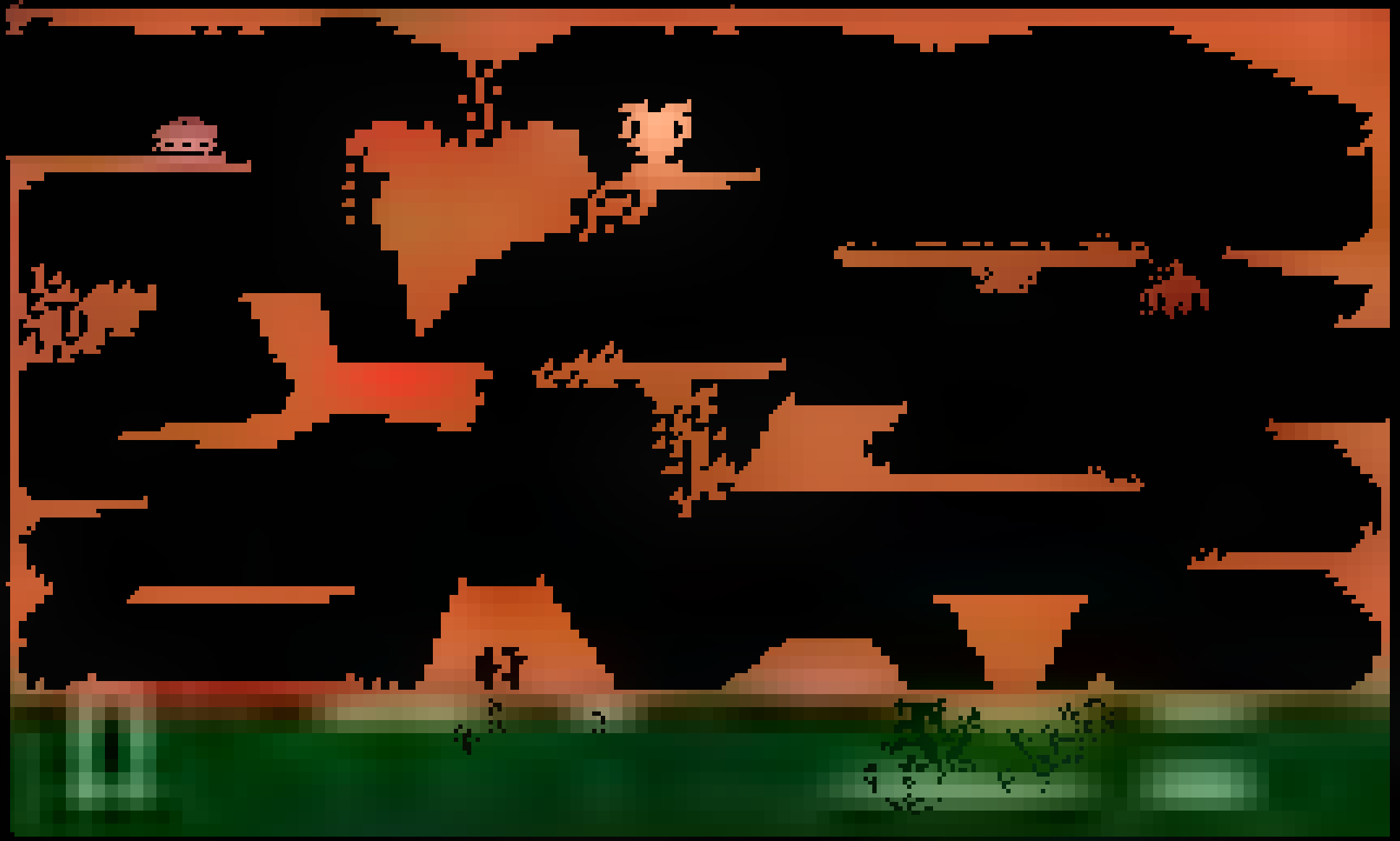

DEVILS CAVERNS
HERE ARE A LIST OF THE COMMANDS
1 IF DROPOFF PRESENT LOWER LEVEL
99 TO USE WAND OR END GAME IN ROOM 1
88 TO LIST ROOMS VISITED ALREADY
0 TO FIGHT MONSTER OR TRADE IF IN 1
89 TO DROP GOLD FOR ADDED SPEED
TO MOVE INPUT ROOM #
MUST PUSH RETURN AFTER EACH ENTRY


696

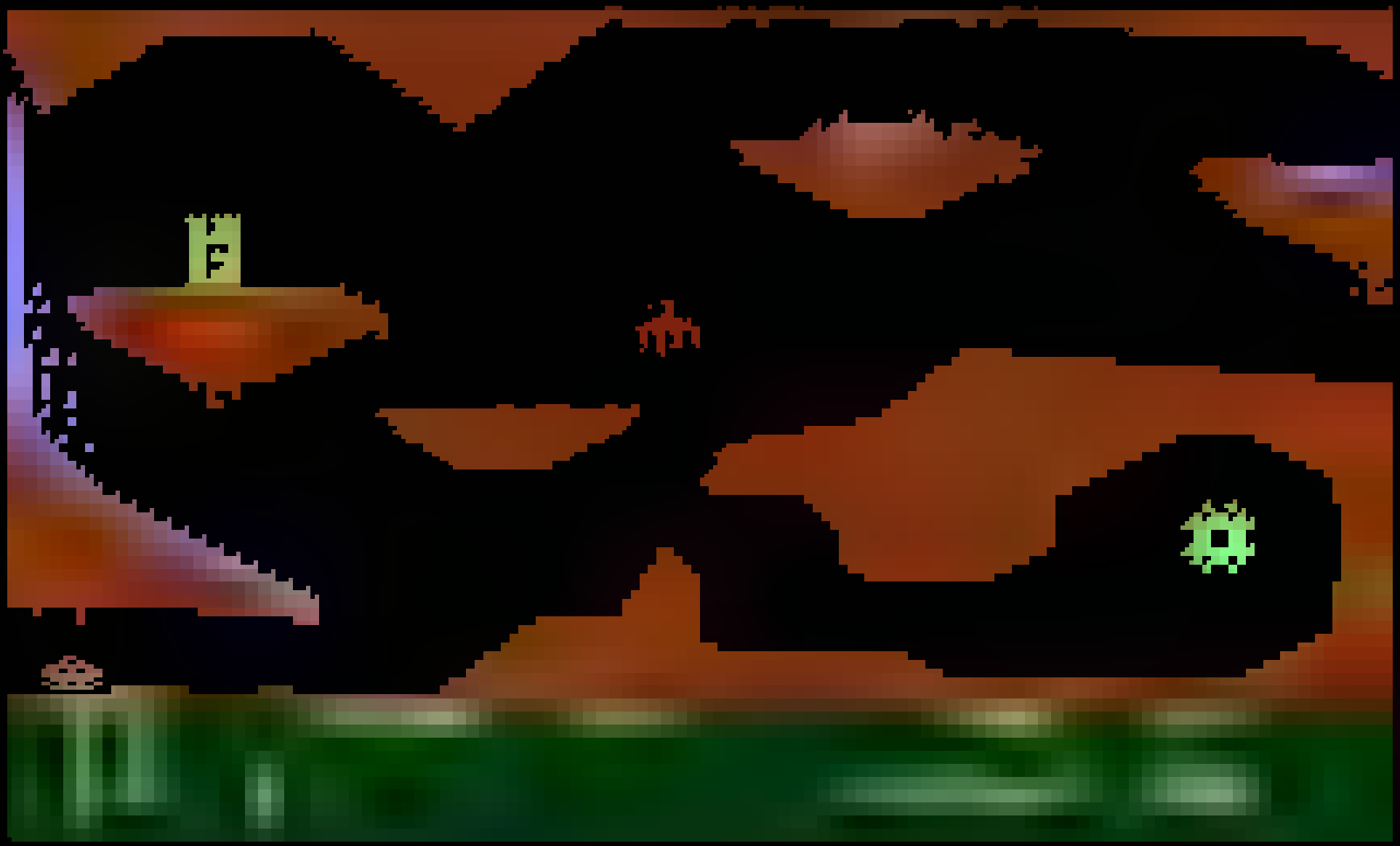
755 1023 755

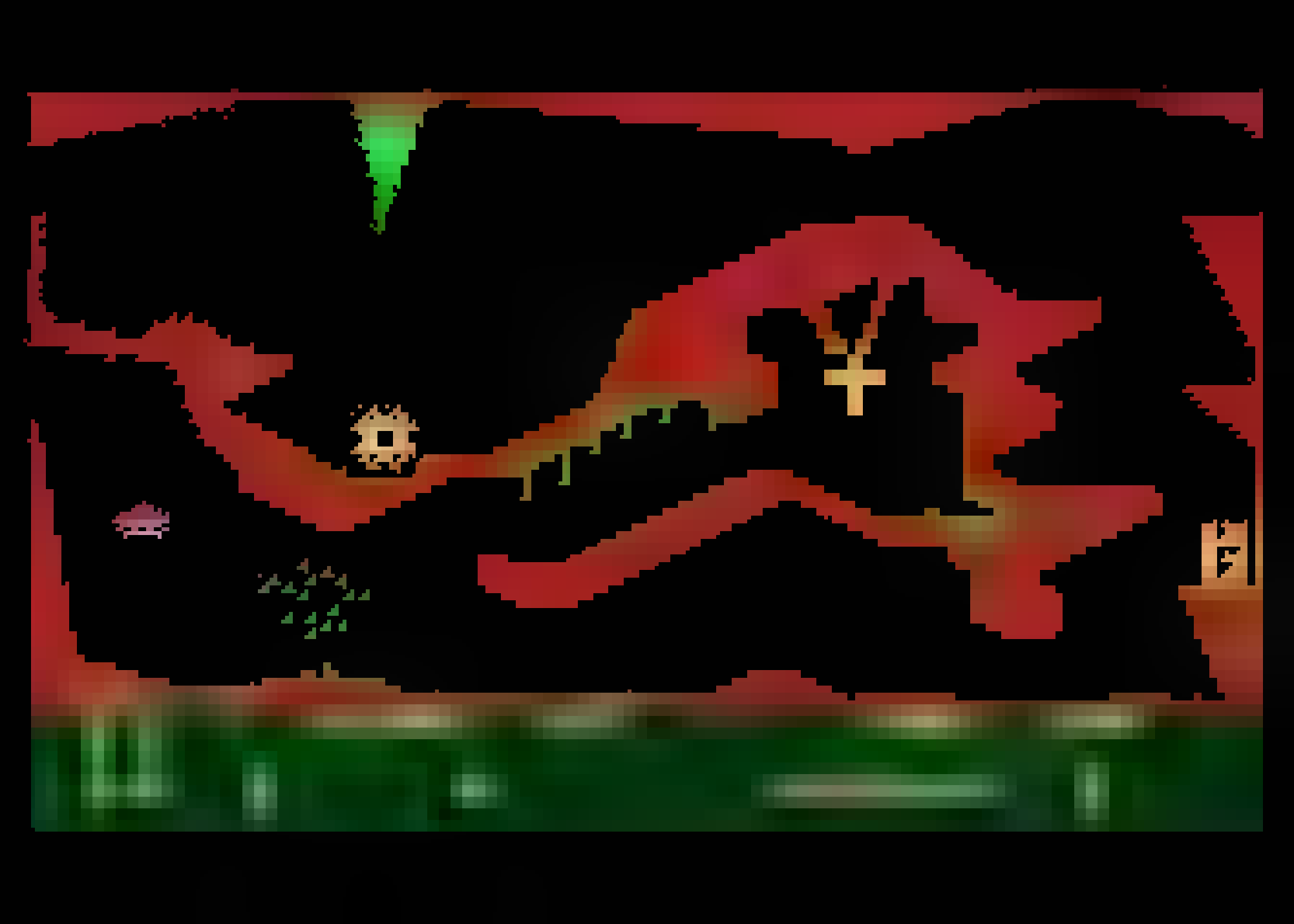

DARE
BOARD SIZE



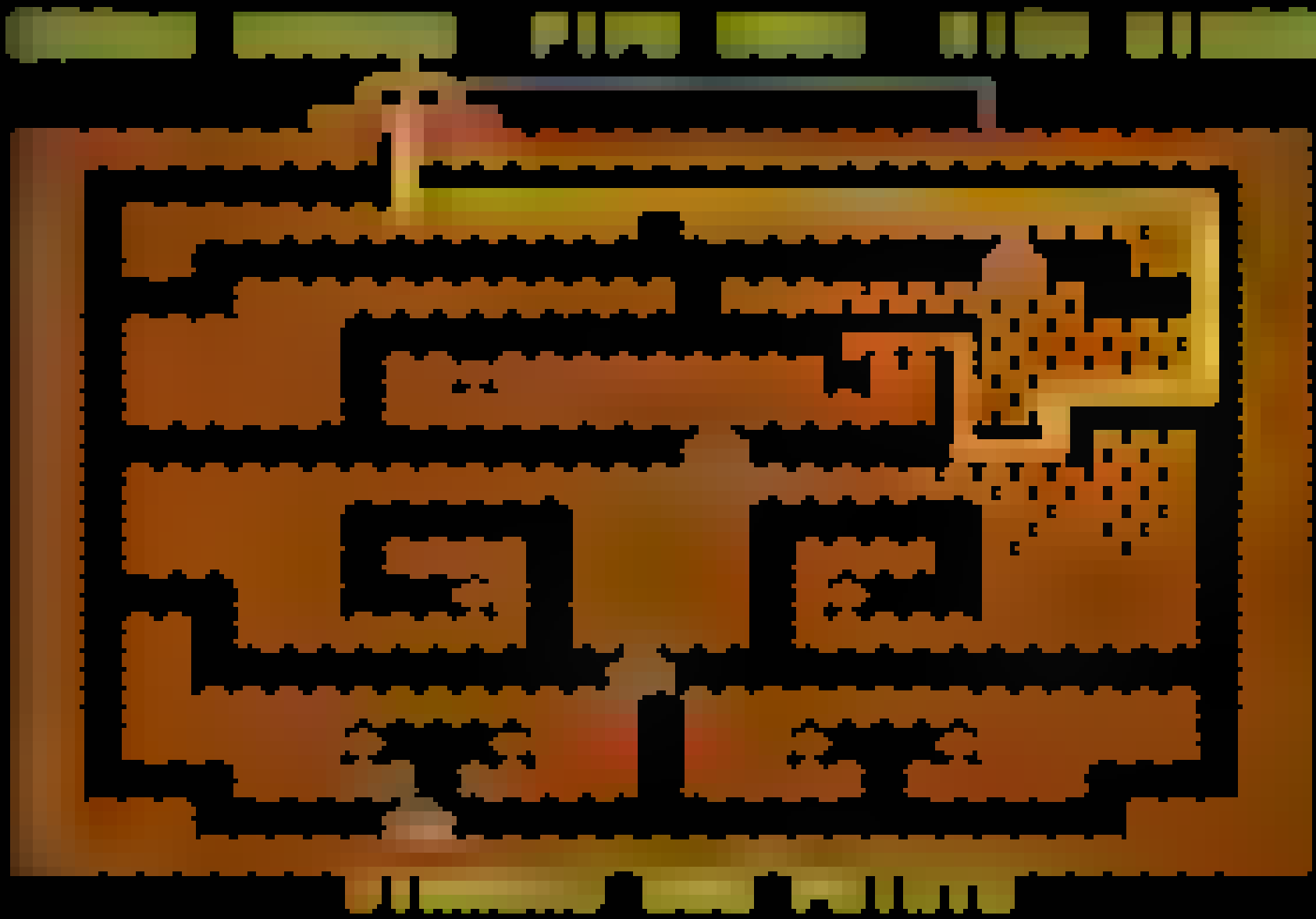









DEVILS DOMAIN
PRESS START
PROGRAMMED BY RICHARD GUNN
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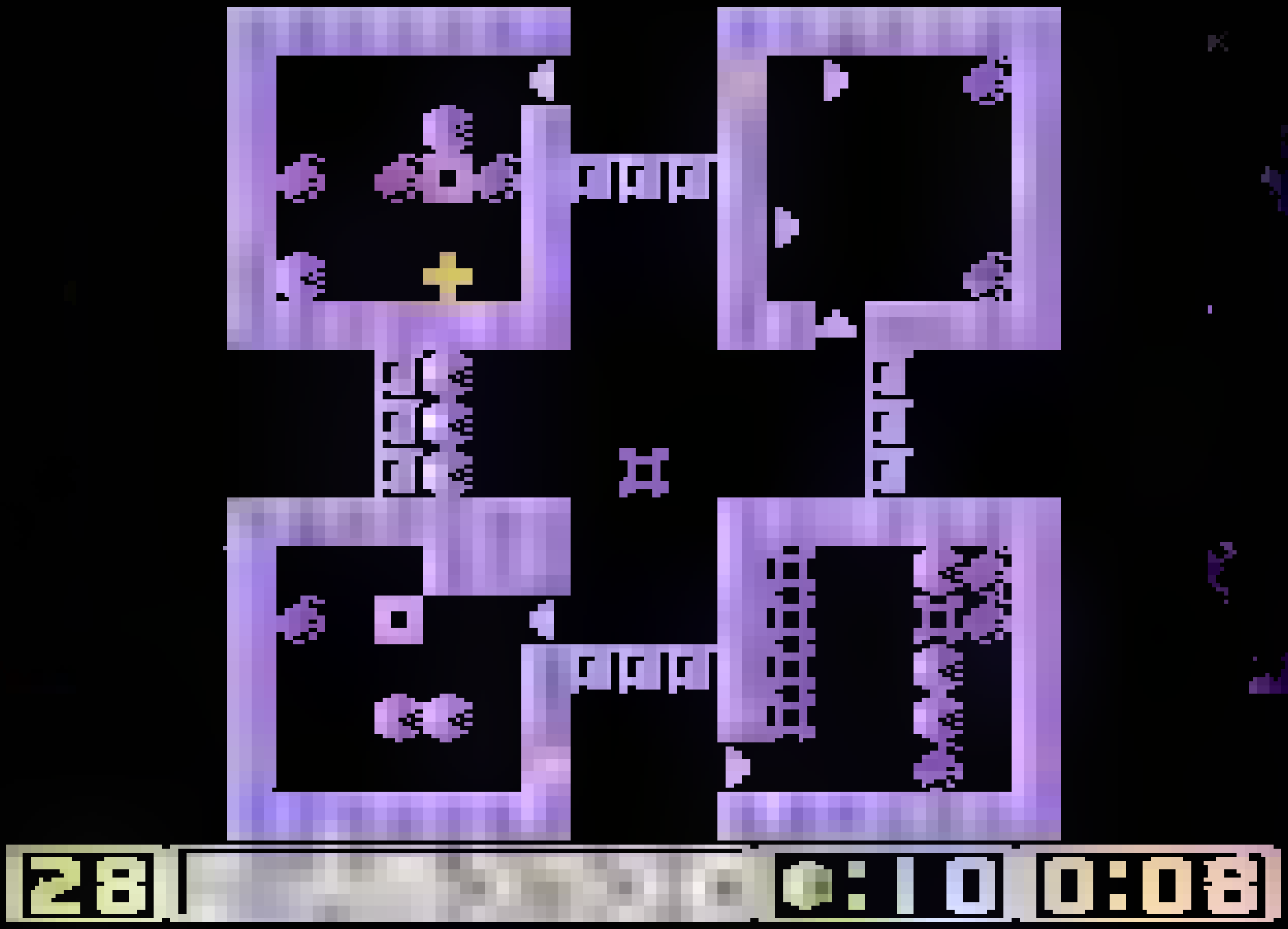


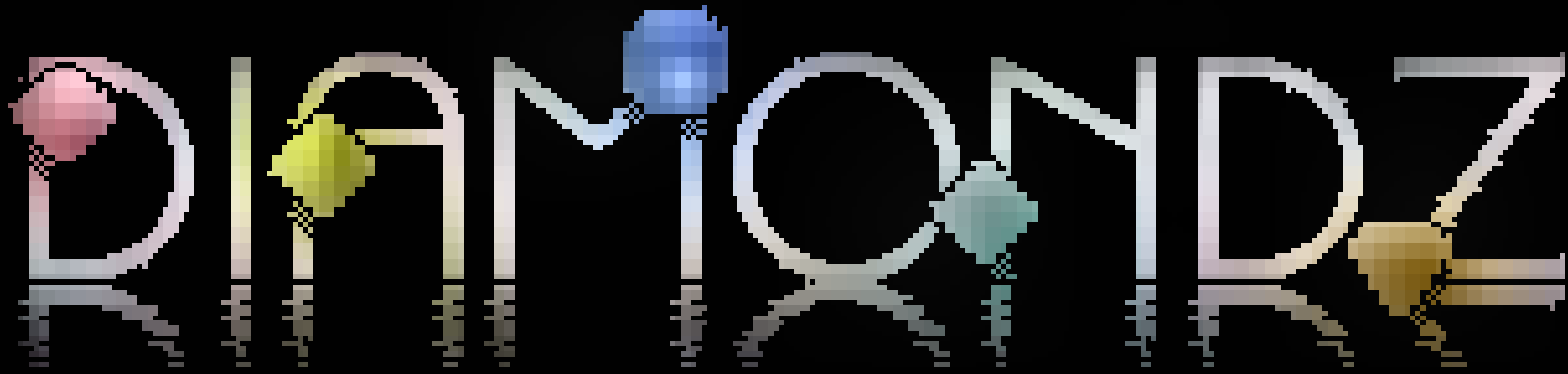

DIAMOND MINE
DIAMOND MINE
DIAMOND MINE
DIAMOND MINE
DIAMOND MINE
DIAMOND MINE
DIAMOND MINE
DIAMOND MINE






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COMPANY PRESENTS
ELIMINATOR
AUTHOR: SIMON
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28
0:10
0:08

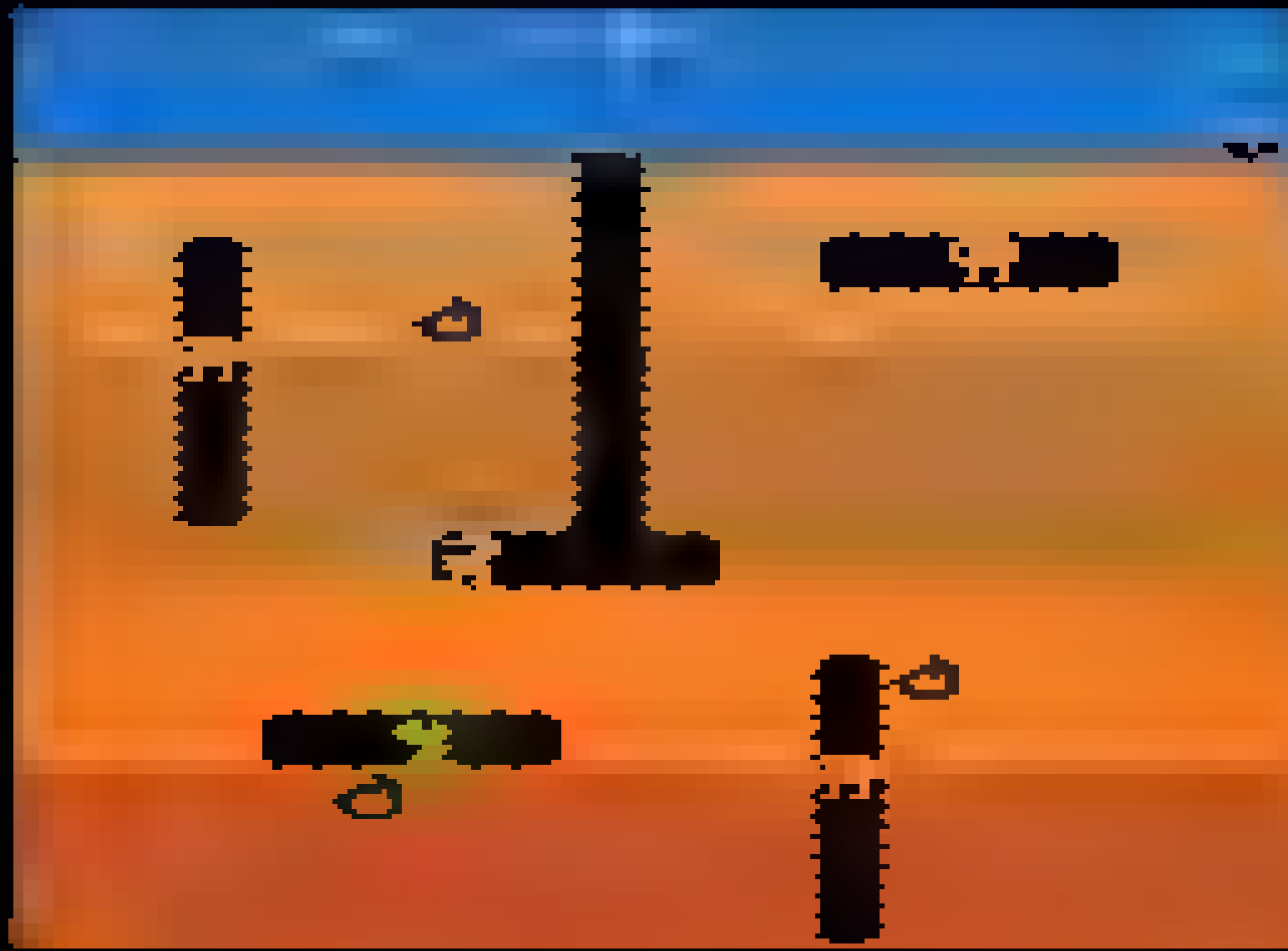


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Gfx and Msx: PG

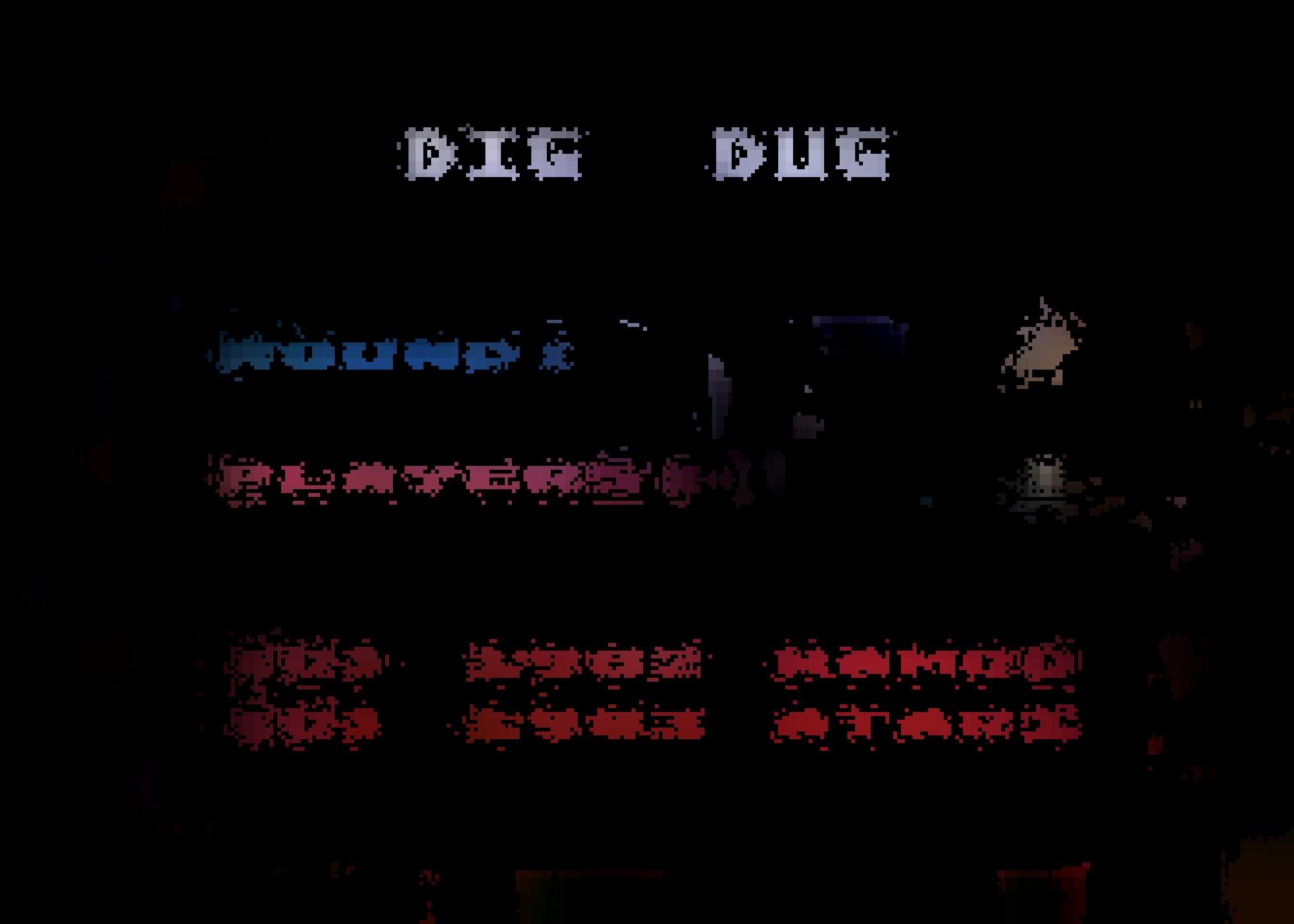
March 2010

INGAME AUDIO MODEL MSX

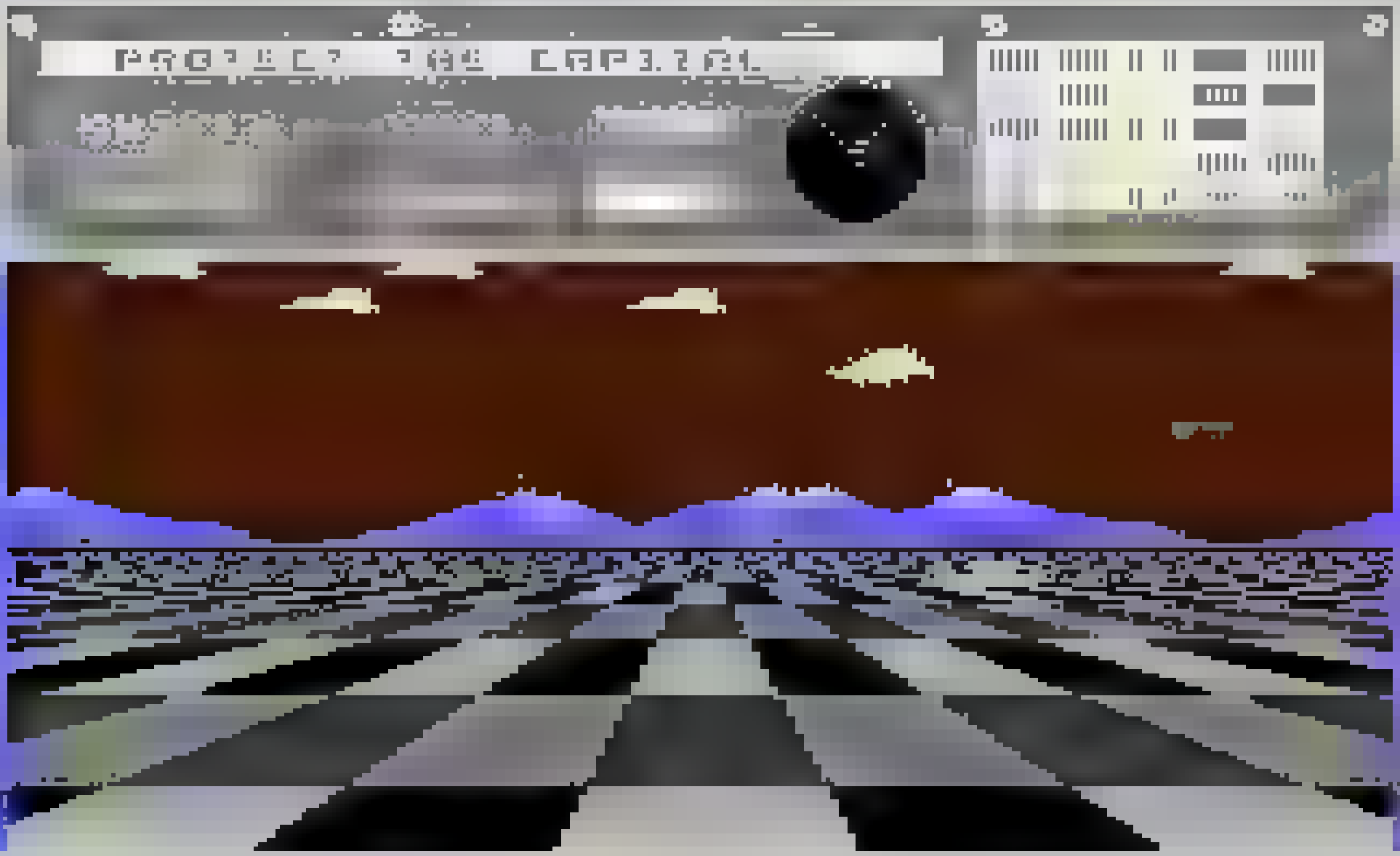




DIG DUG

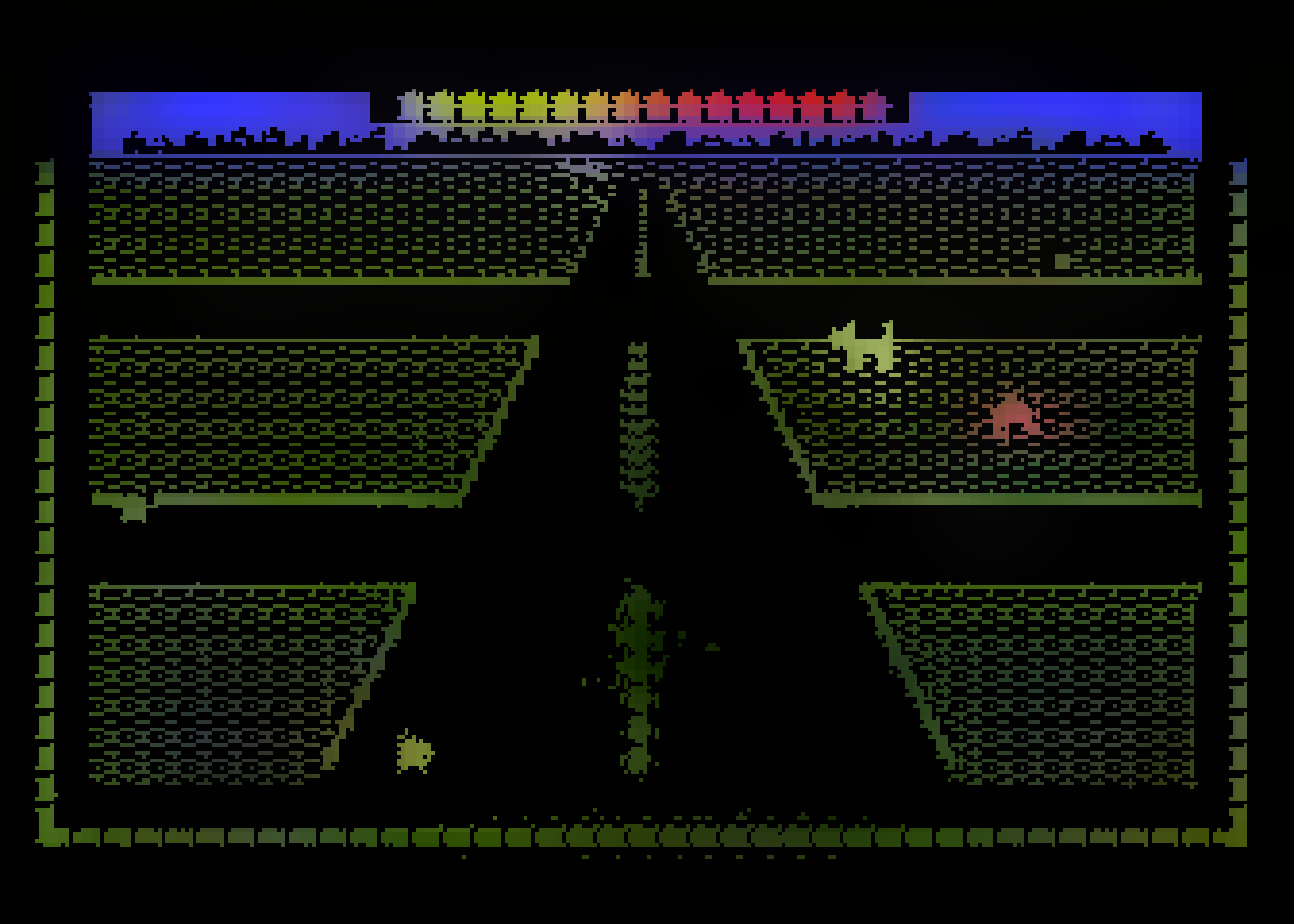



DIMENSION
X
BY STEVE HALES
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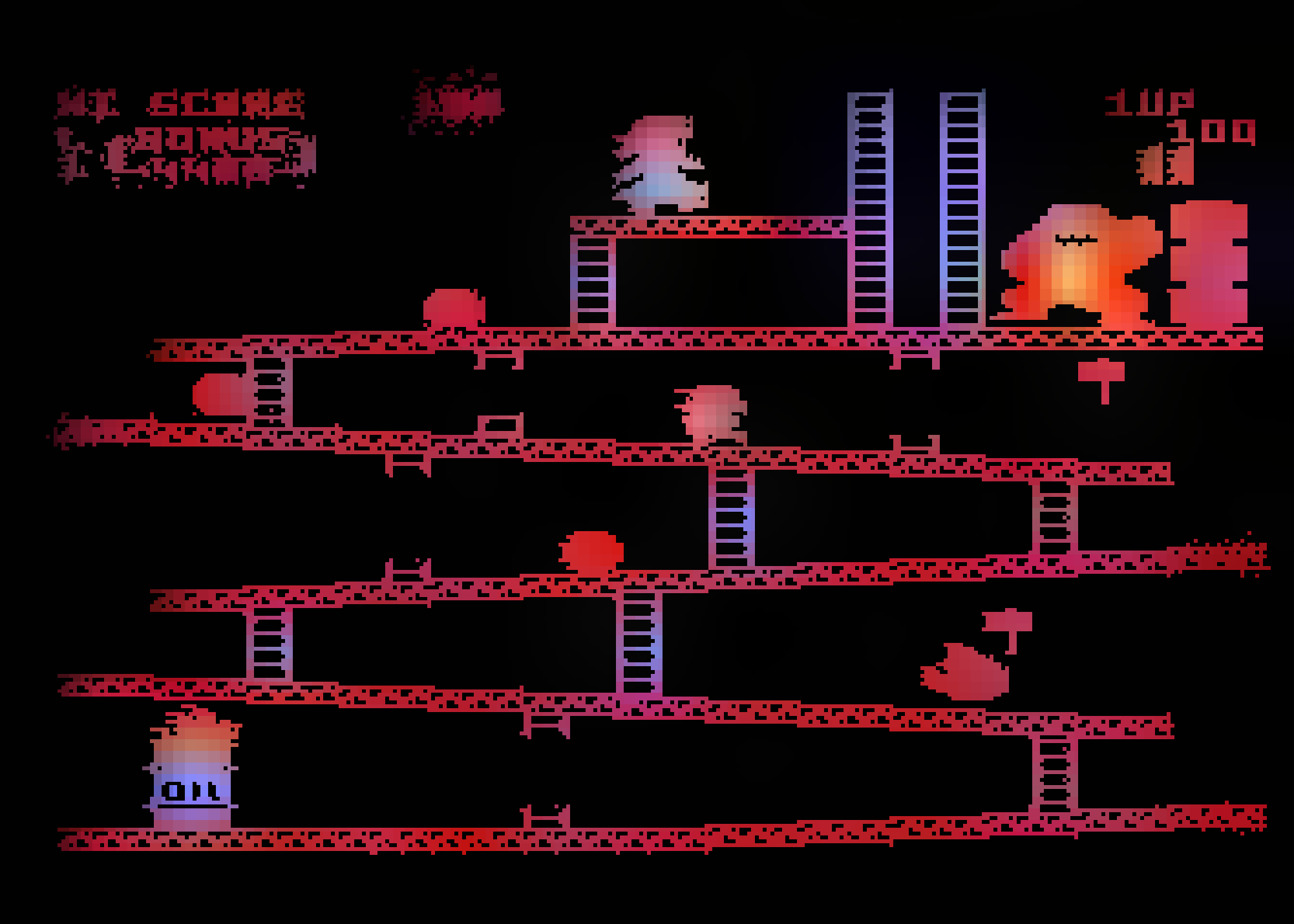


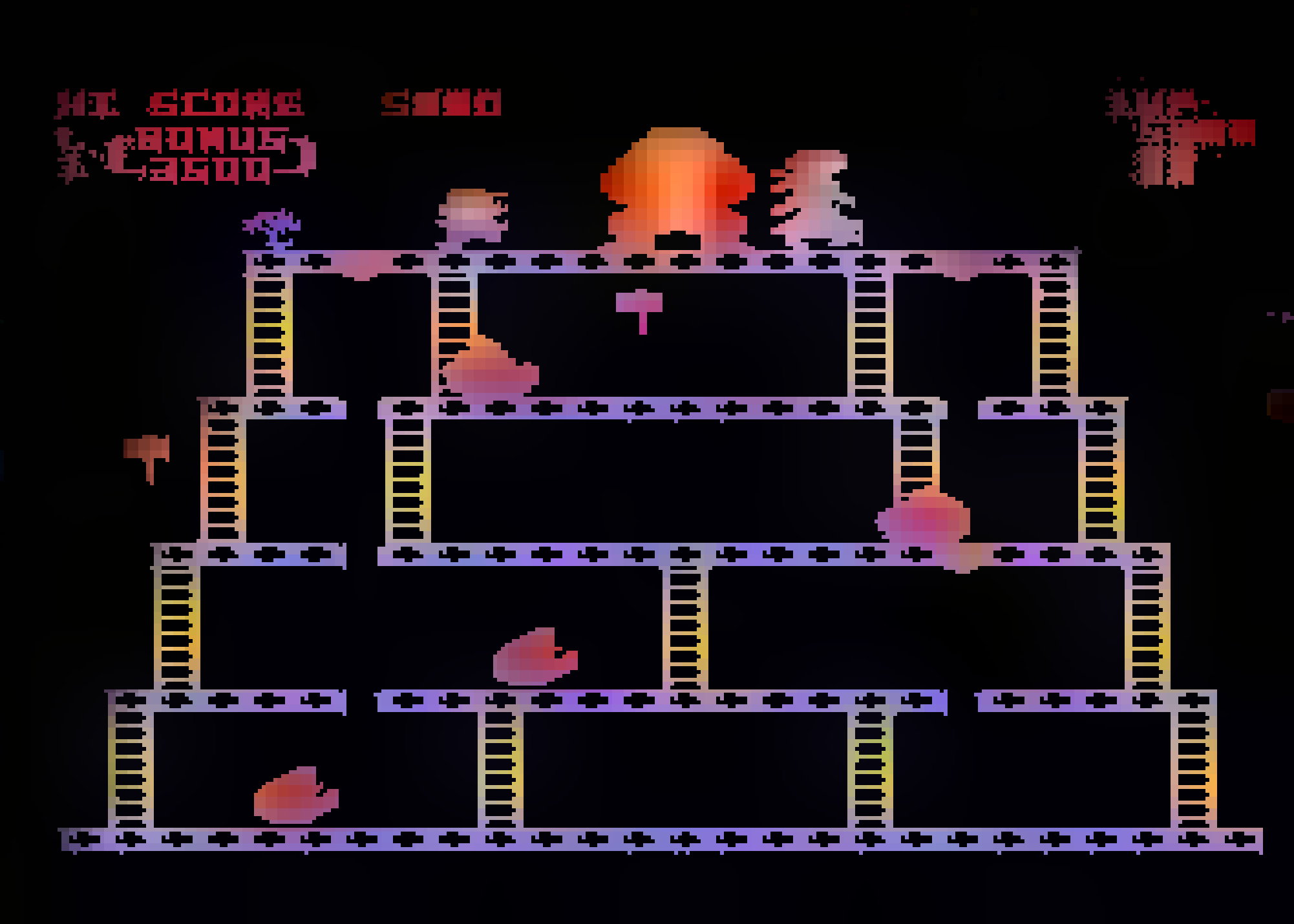


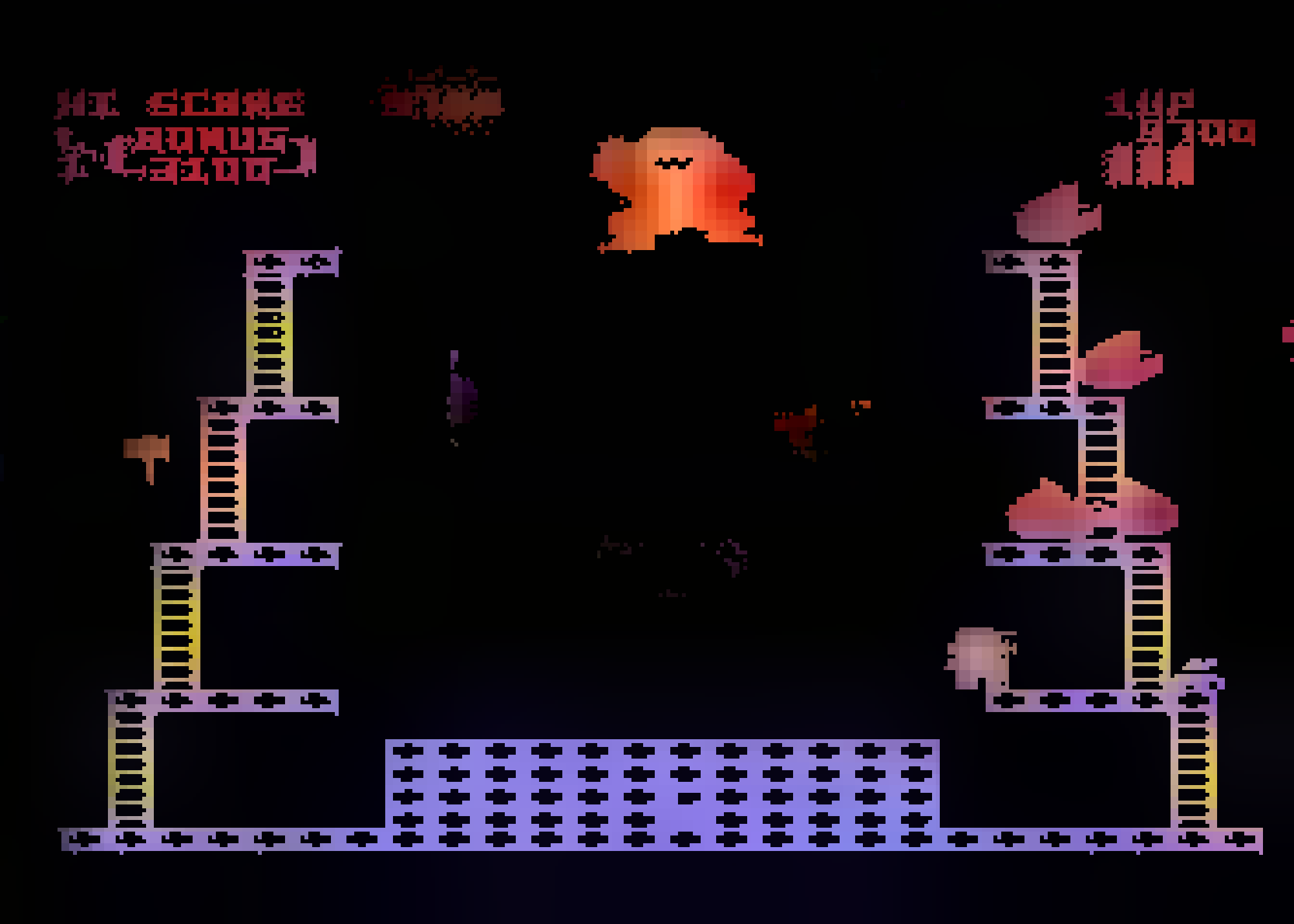

synapse

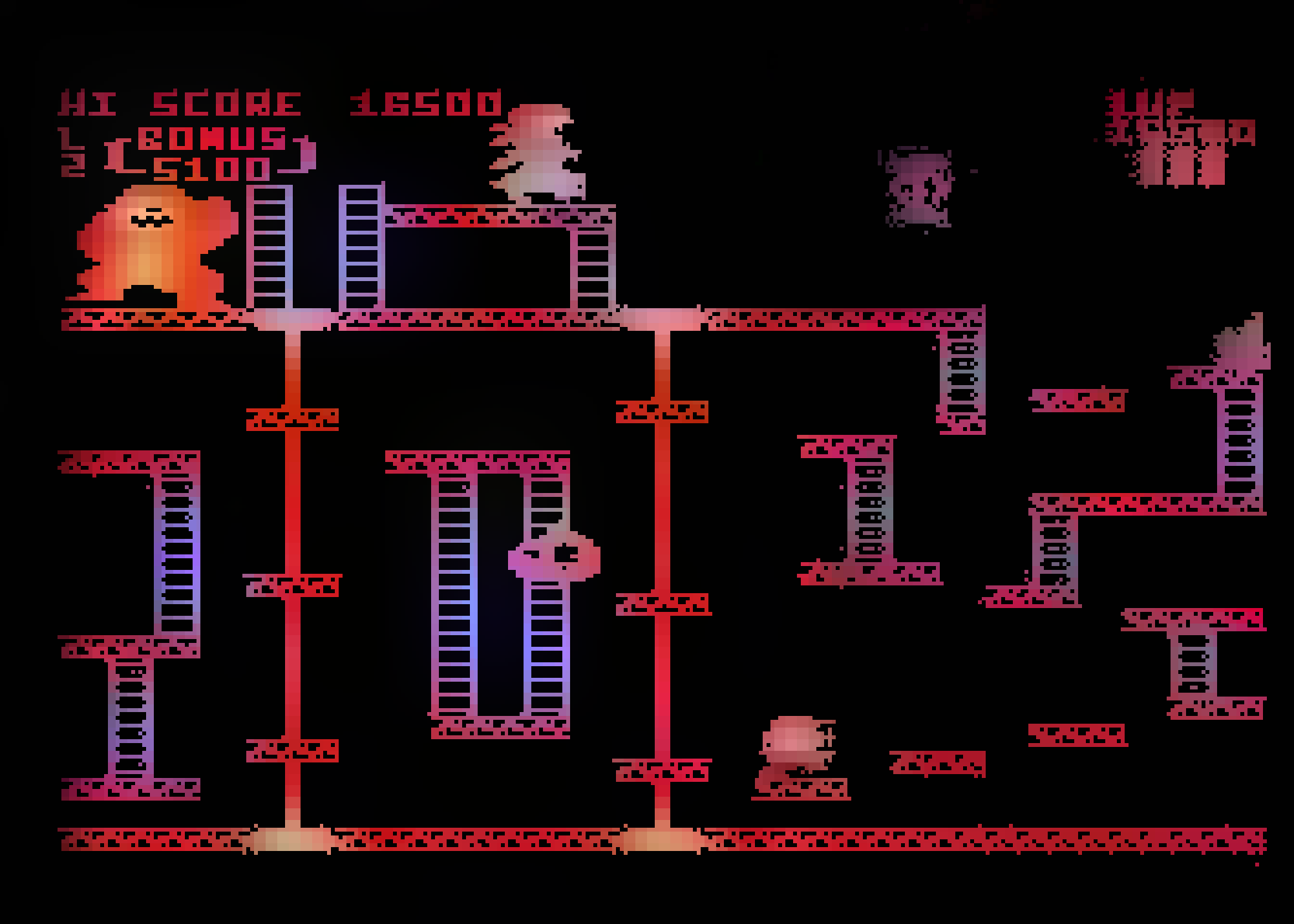


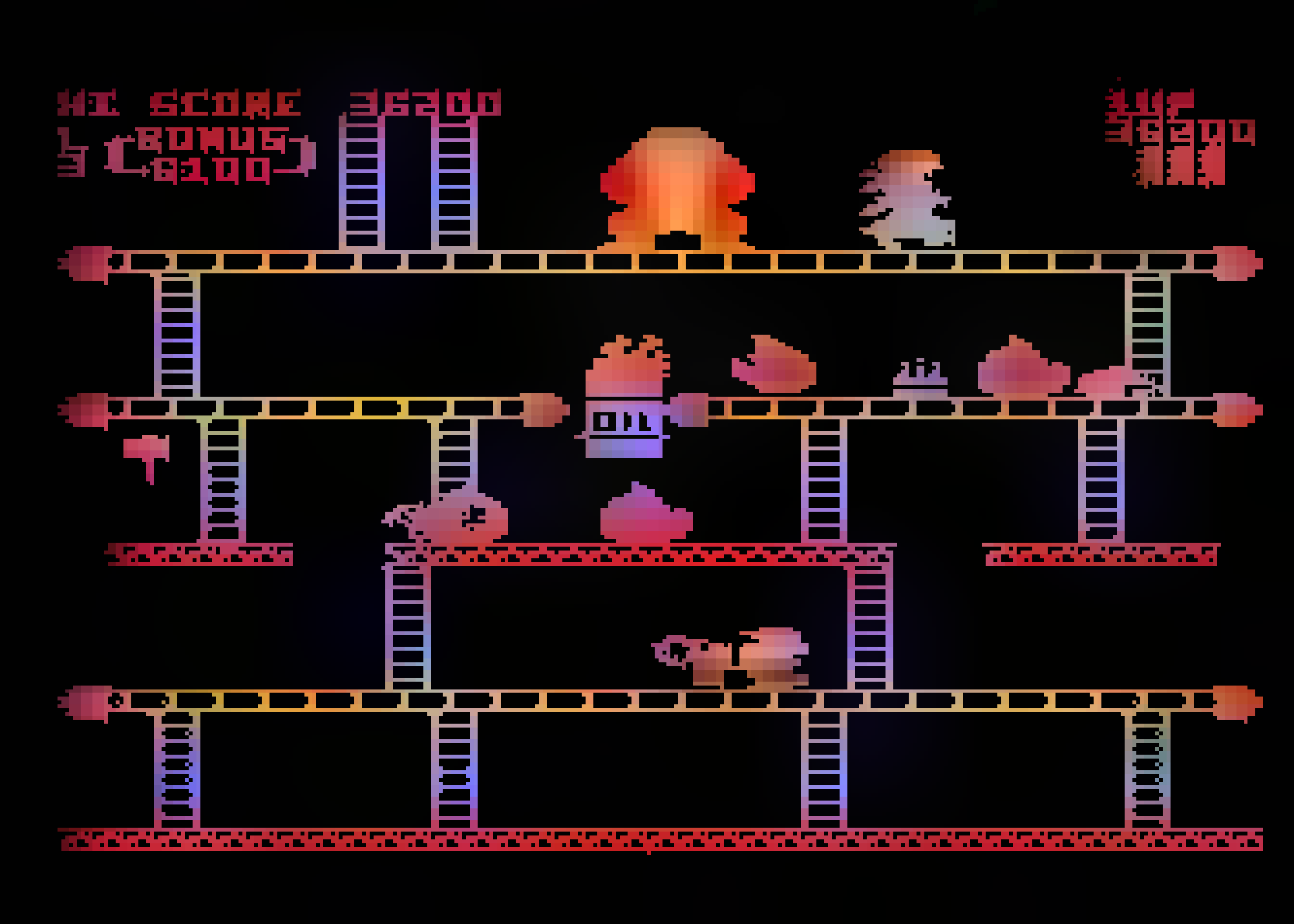


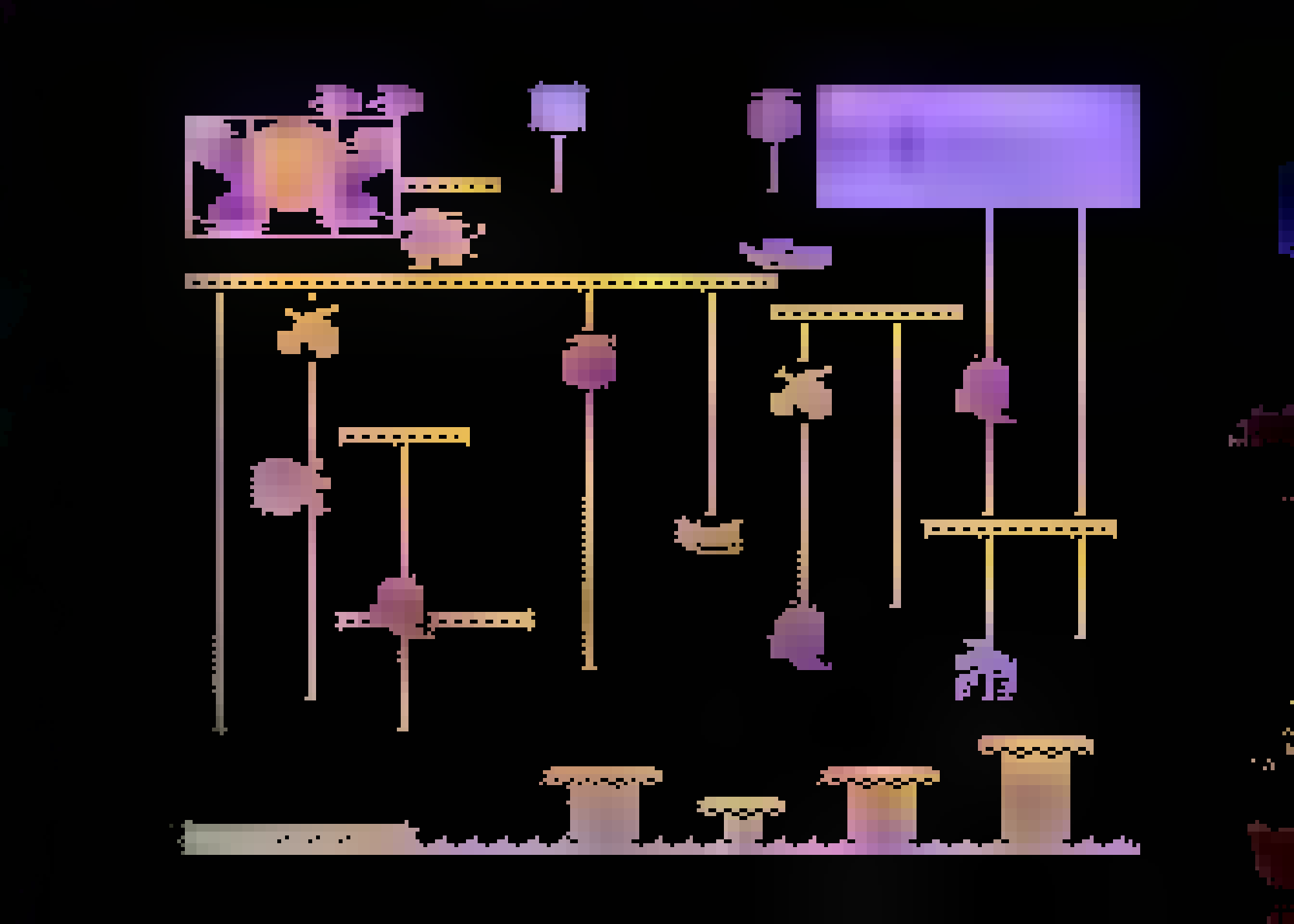

1UP
100
OIL


HI SCORE 5000
BONUS 3500

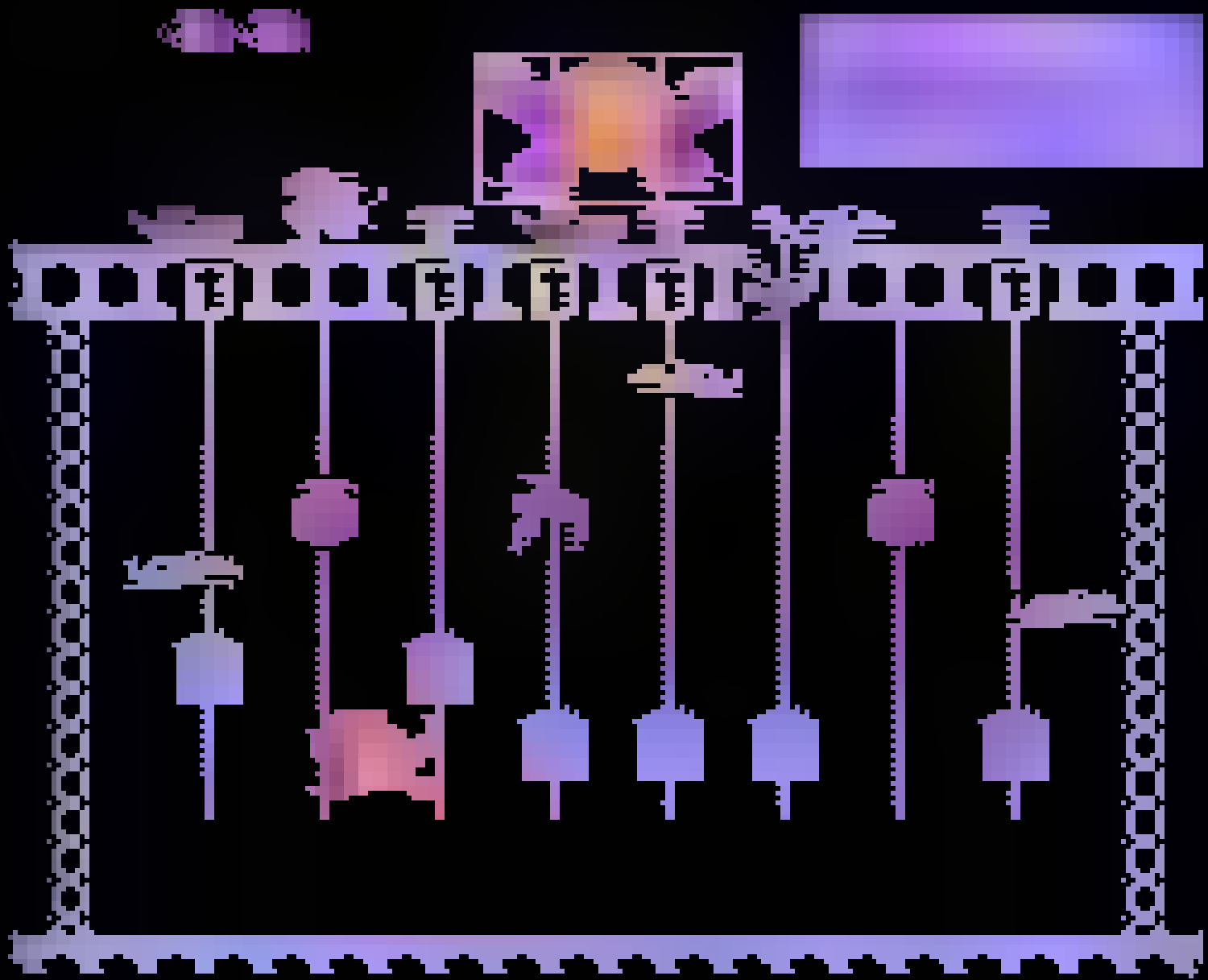

HI SCORE
BONUS
1UP

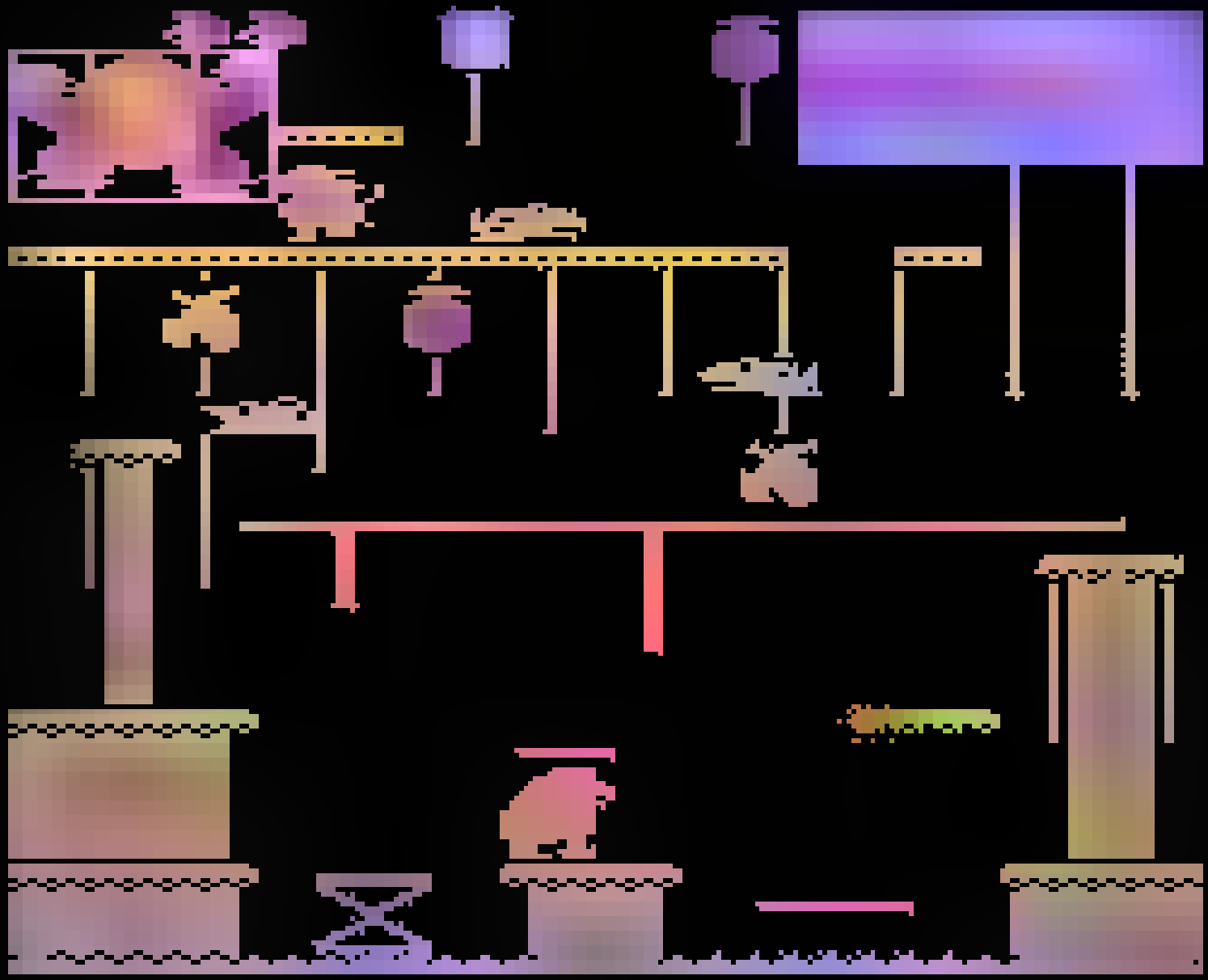

HI SCORE 16500
BONUS
5100

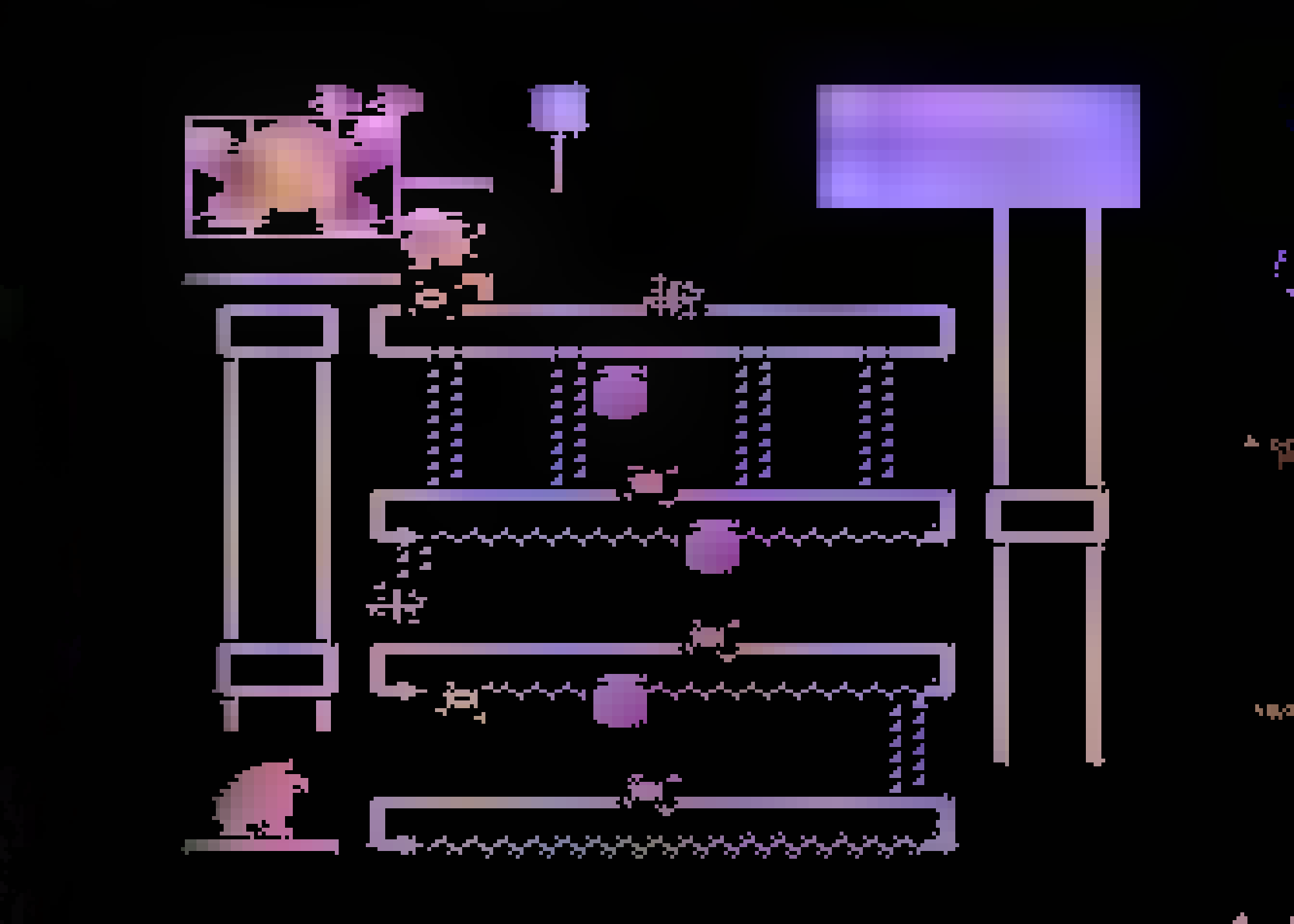

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BONUS 6100

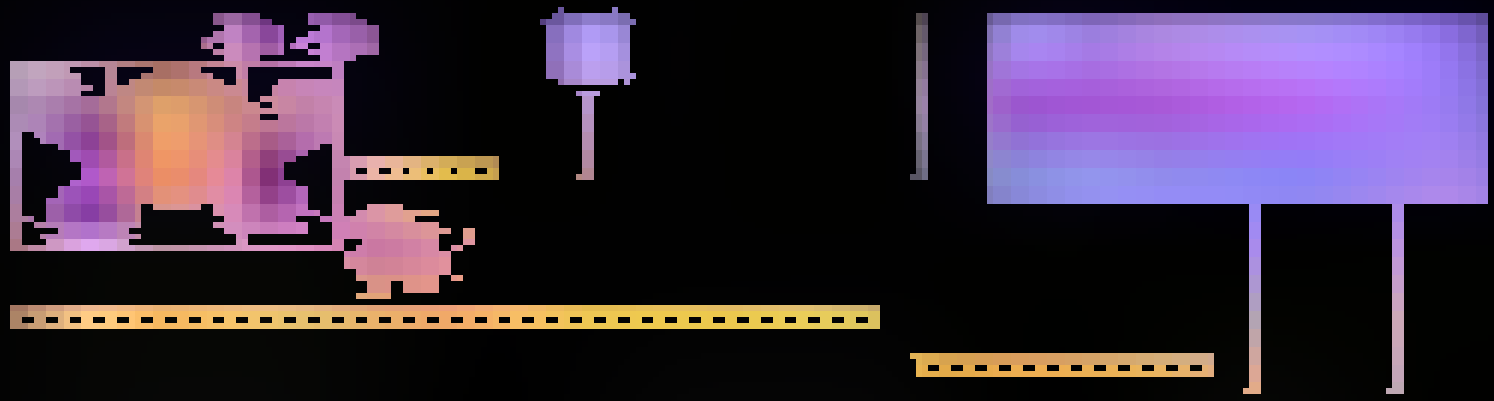








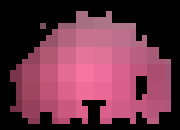




DONKEY KONG JUNIOR
BY NINTENDO

PRESS START FOR 1 PLAYER LEVEL 1 GAME
PRESS SELECT TO CHANGE # OF PLAYERS
PRESS OPTION TO CHANGE STARTING LEVEL

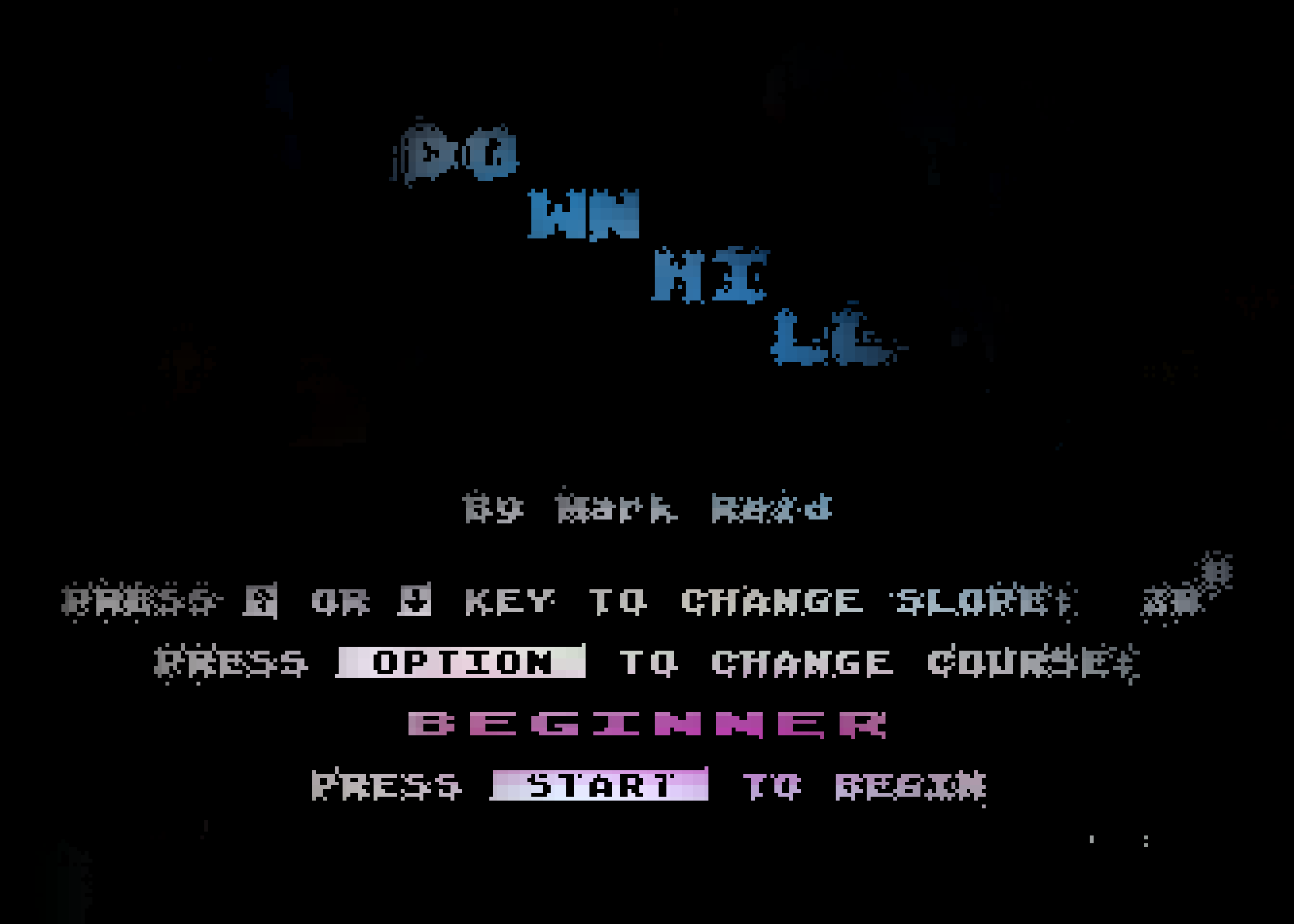
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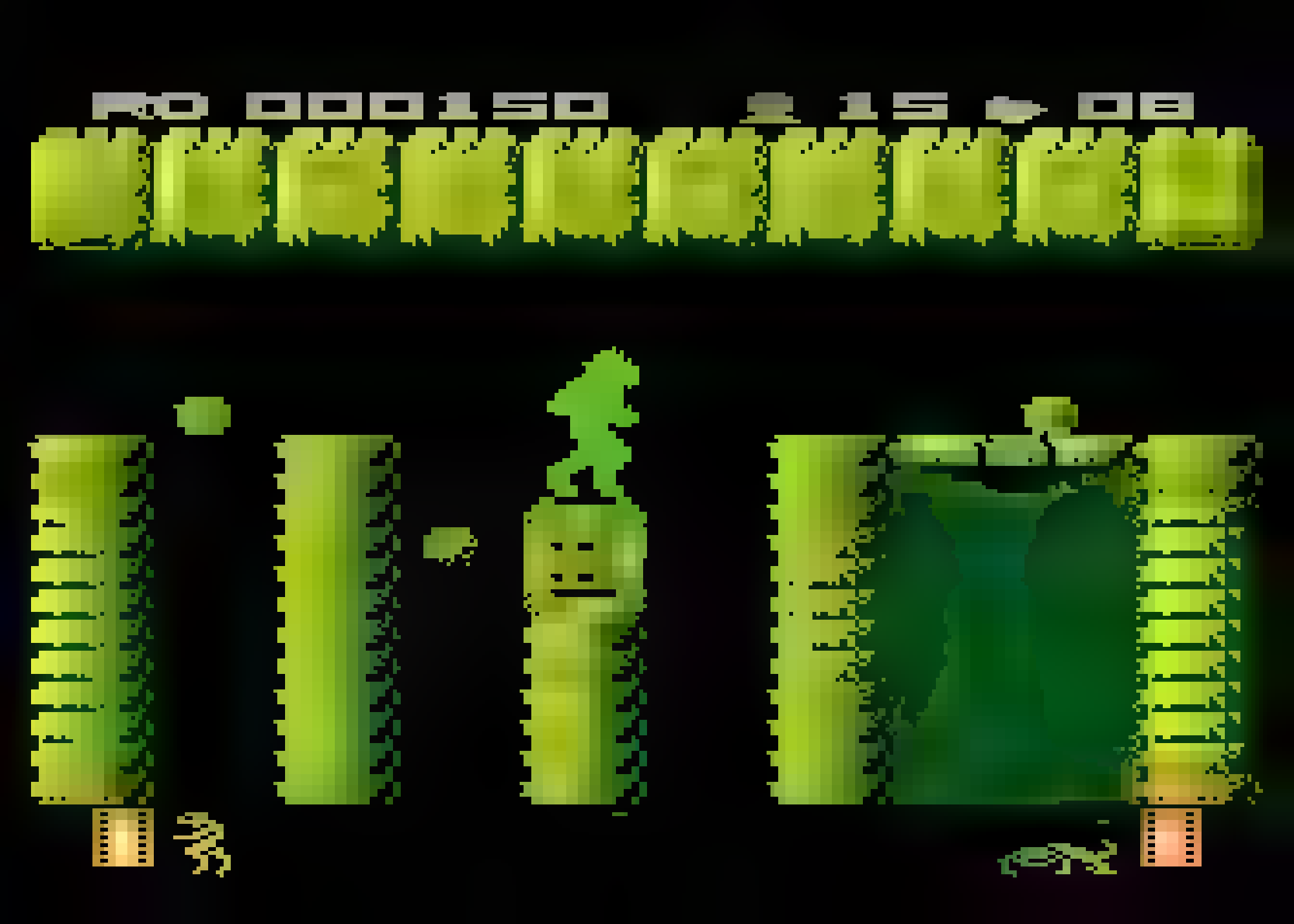


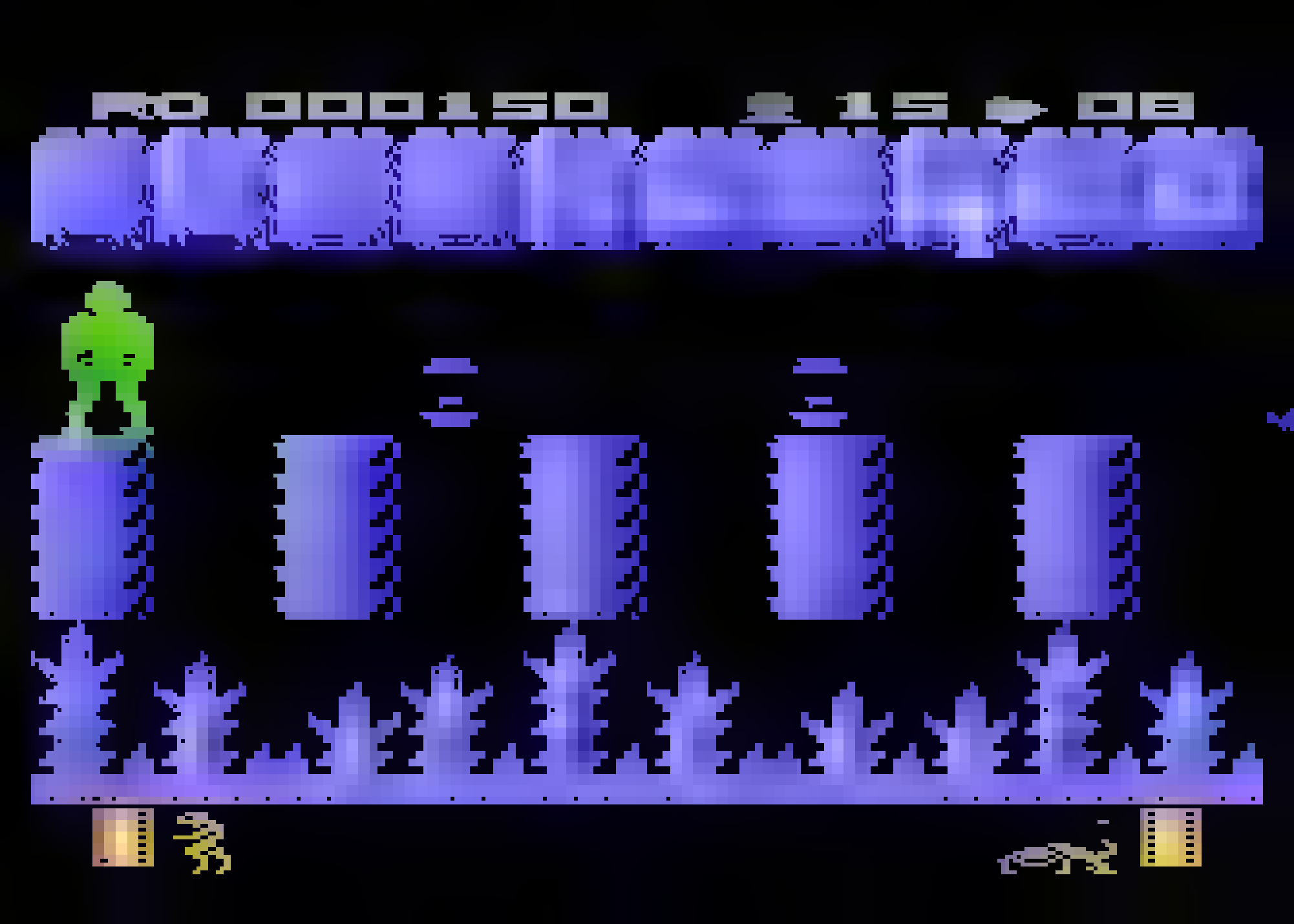
DOOMED REALMS



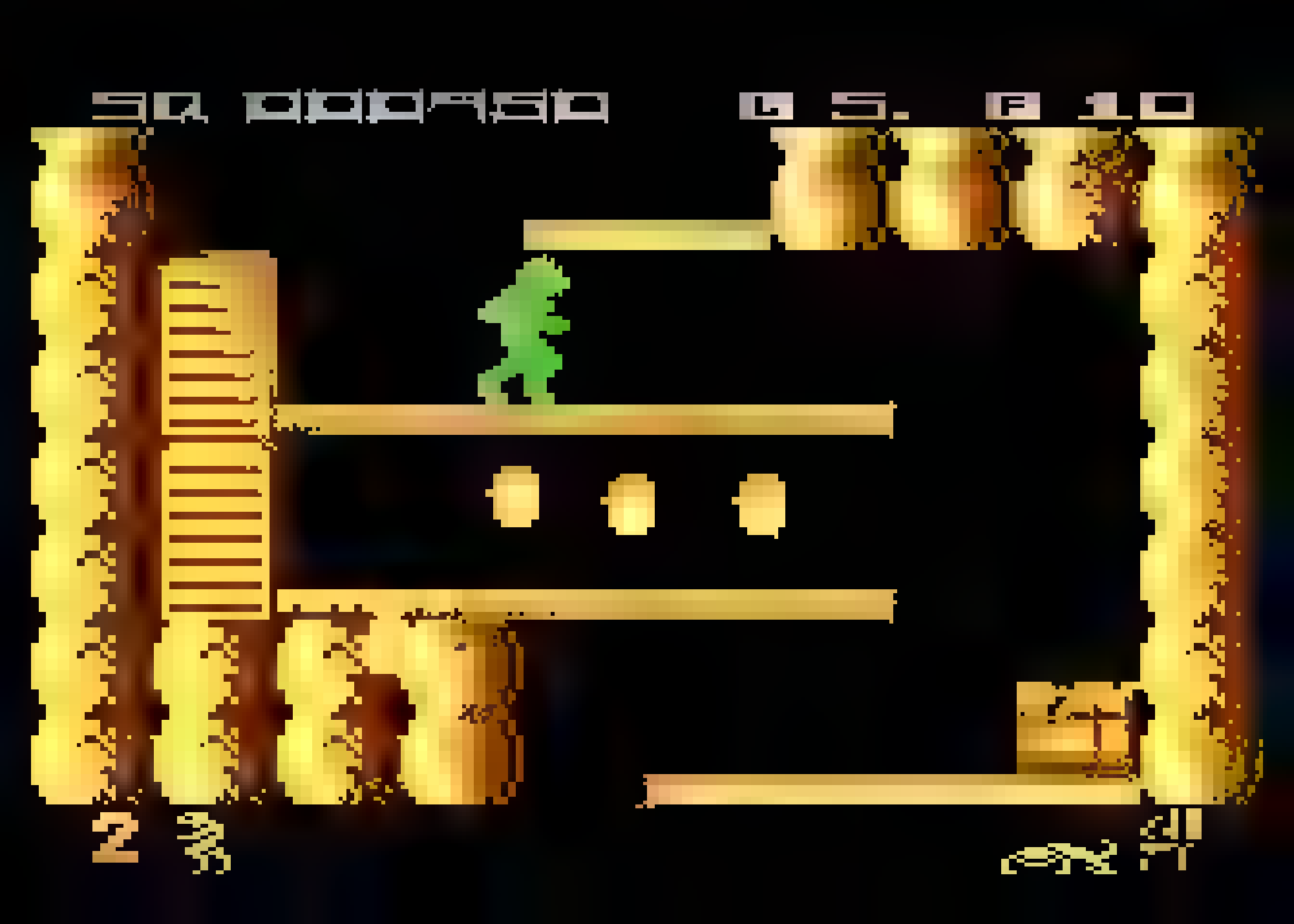

SECS
91
8
BEST
GATES


DOWNHILL
By Mark Reid
PRESS E OR D KEY TO CHANGE SLOPE
PRESS OPTION TO CHANGE COURSE
BEGINNER
PRESS START TO BEGIN


SCORE 000150
15
08


SCORE 000150
15
08




SQ 000960
LV 5. F 10
2

DRACON 3

THE LARGER CHALLENGE

BY SERGIO BOASSI



NATIONAL SOFTWARE 1992

[illegible]

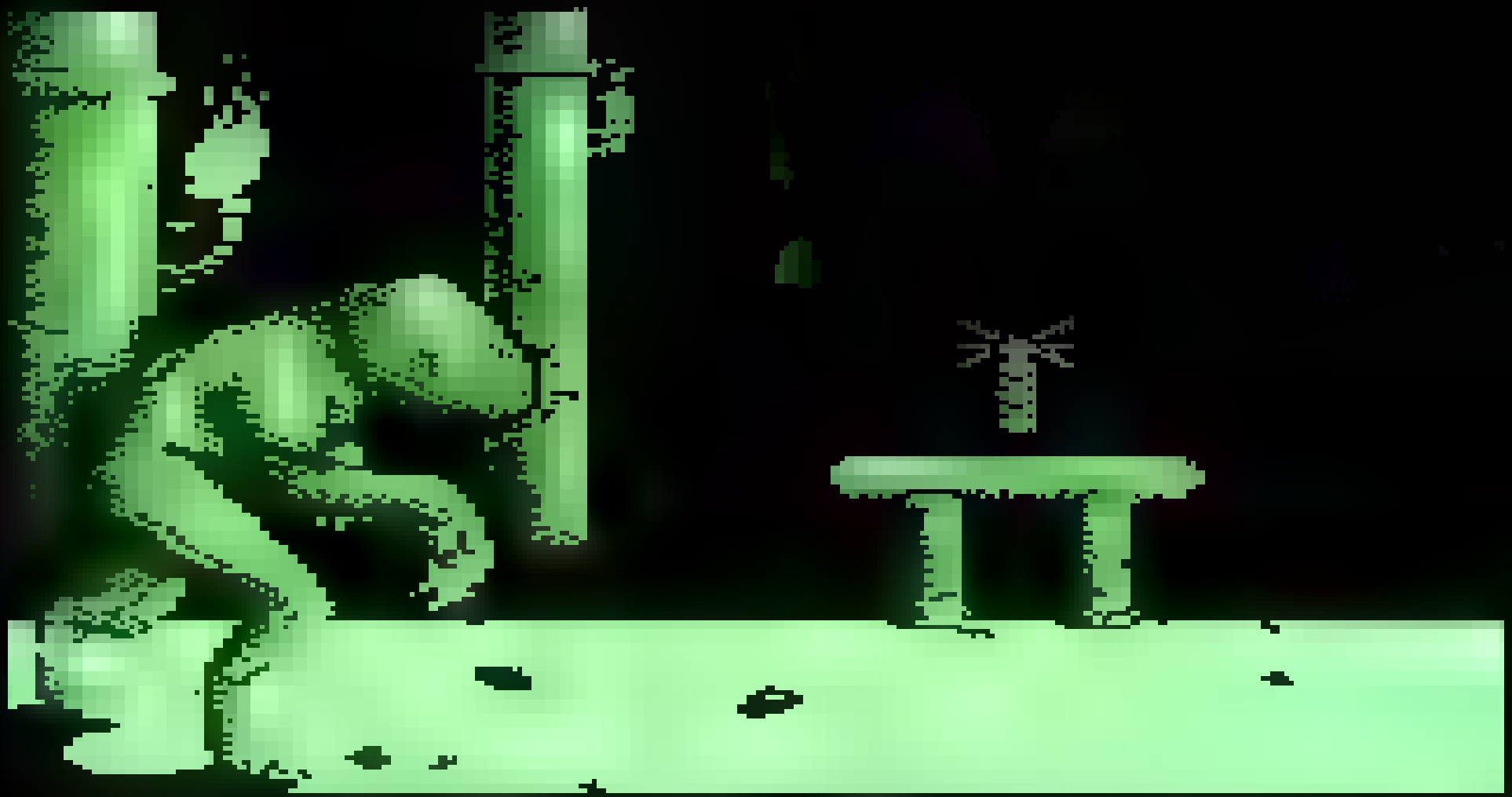
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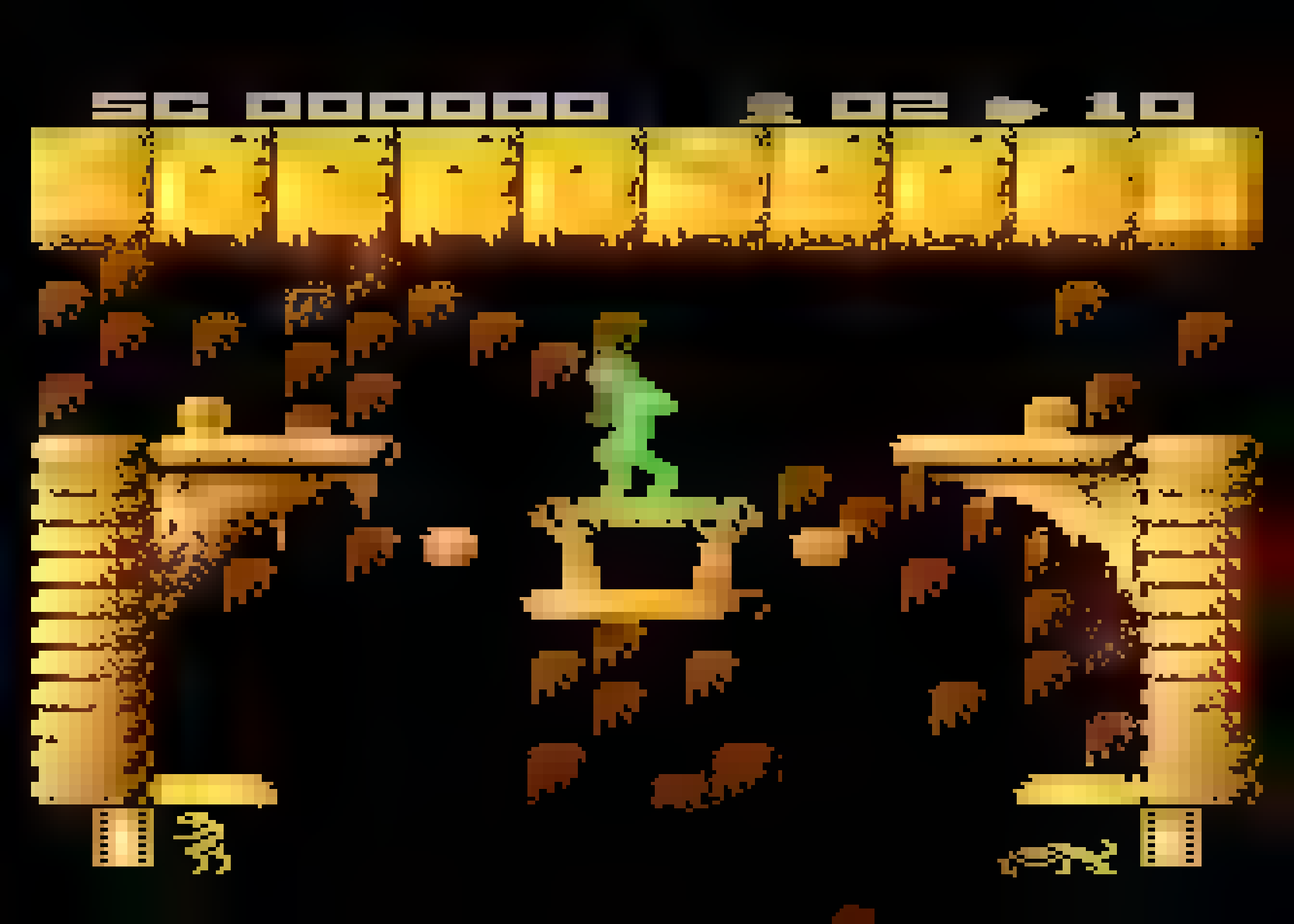


DRACONUS II
THE STORY CONTINUE



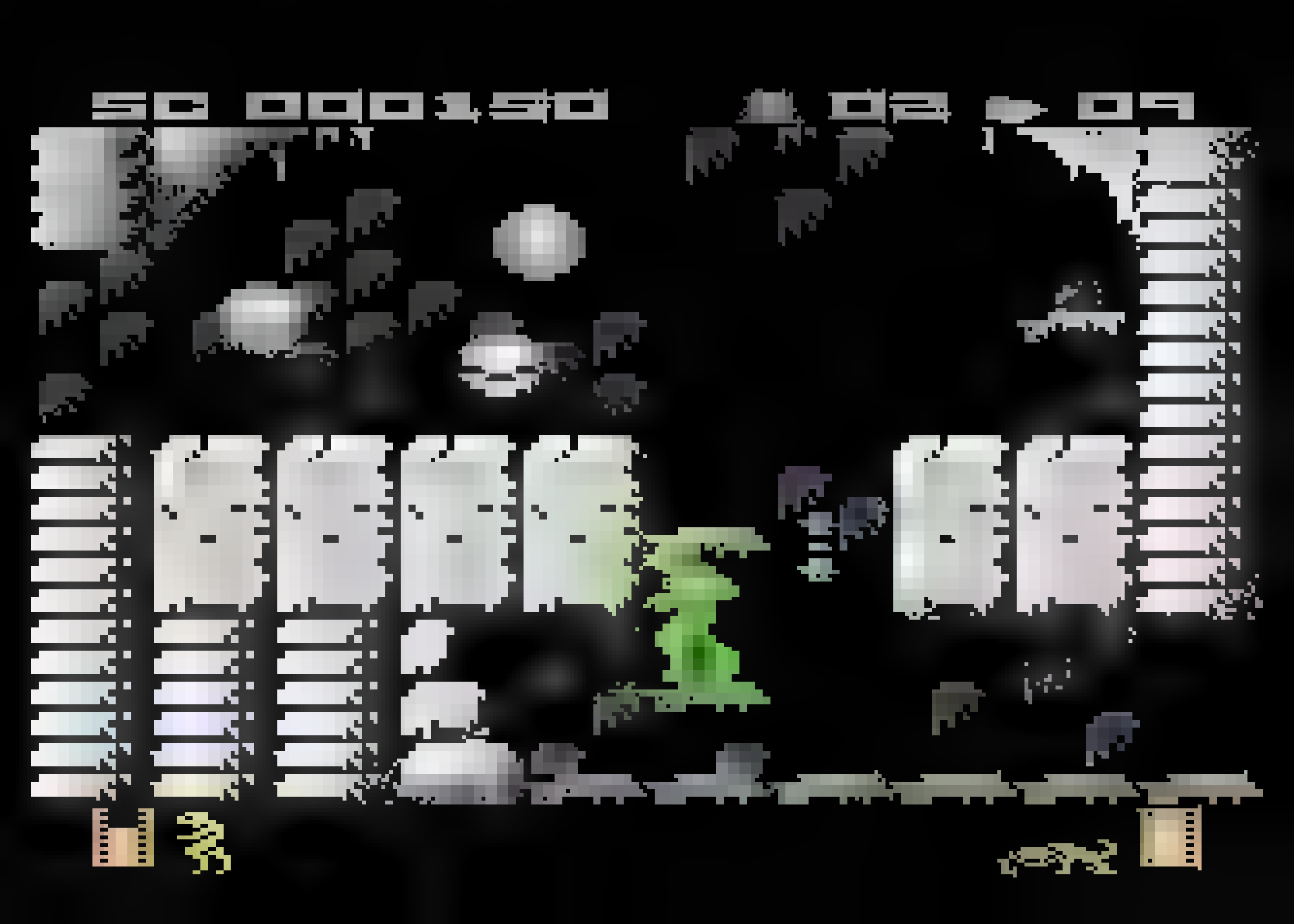

SC 000300
03
20

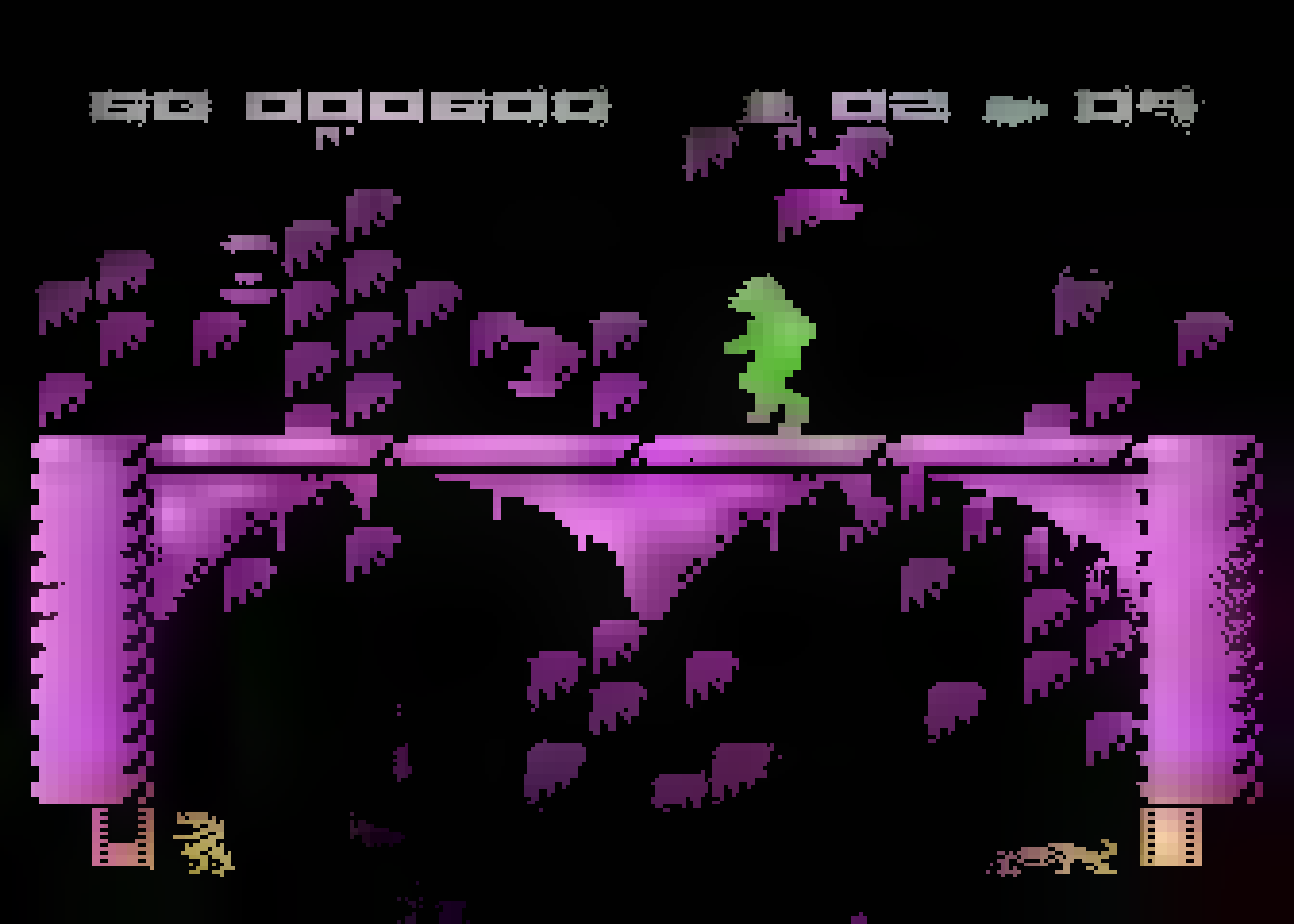

DRACONUS IV
LA LEYENDA

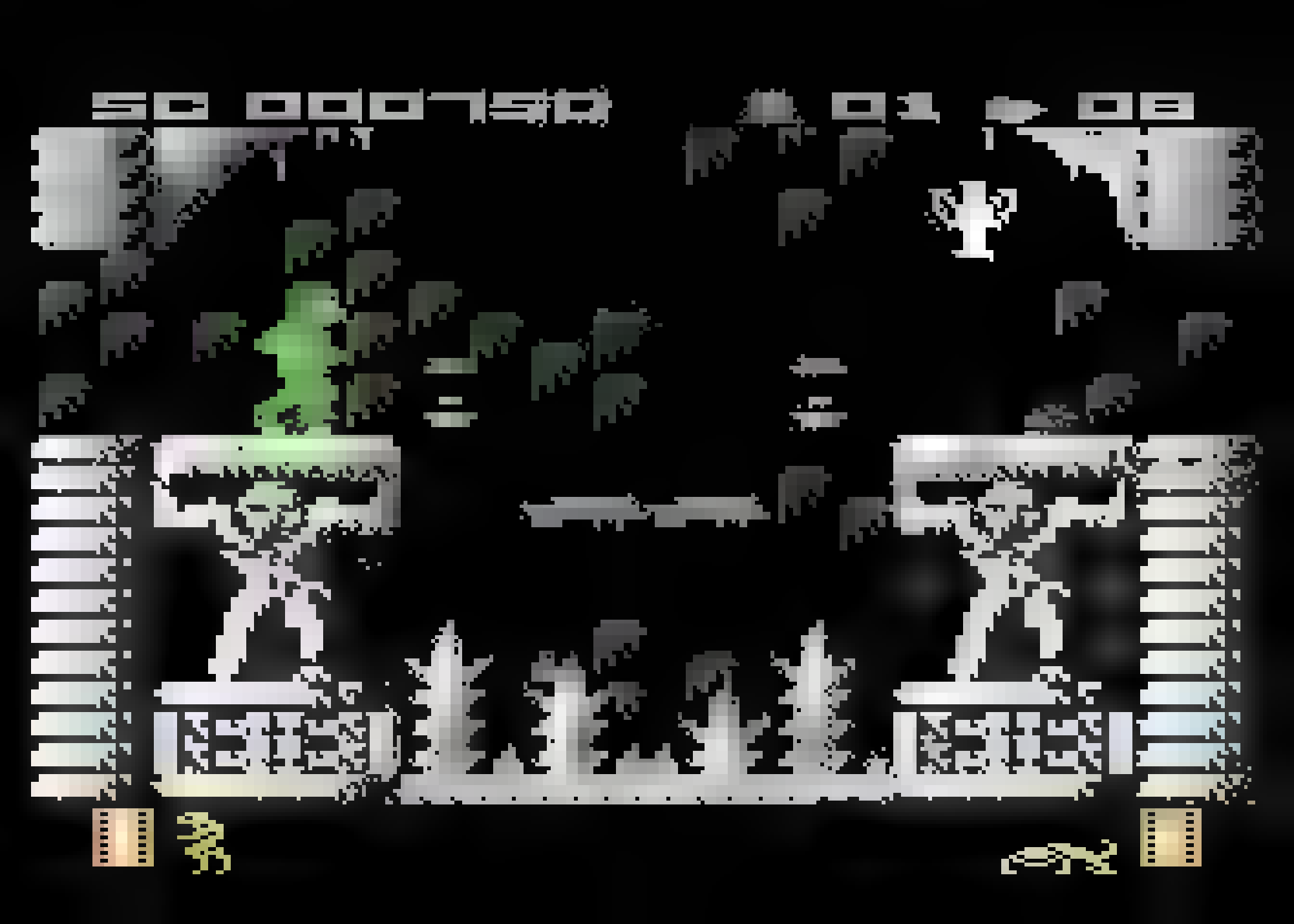

SC 000000
02
10



DRACONUS


SC 000150
02
09





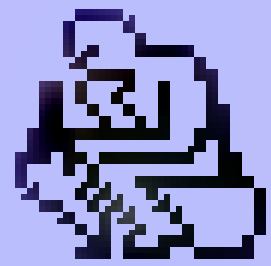

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01
18

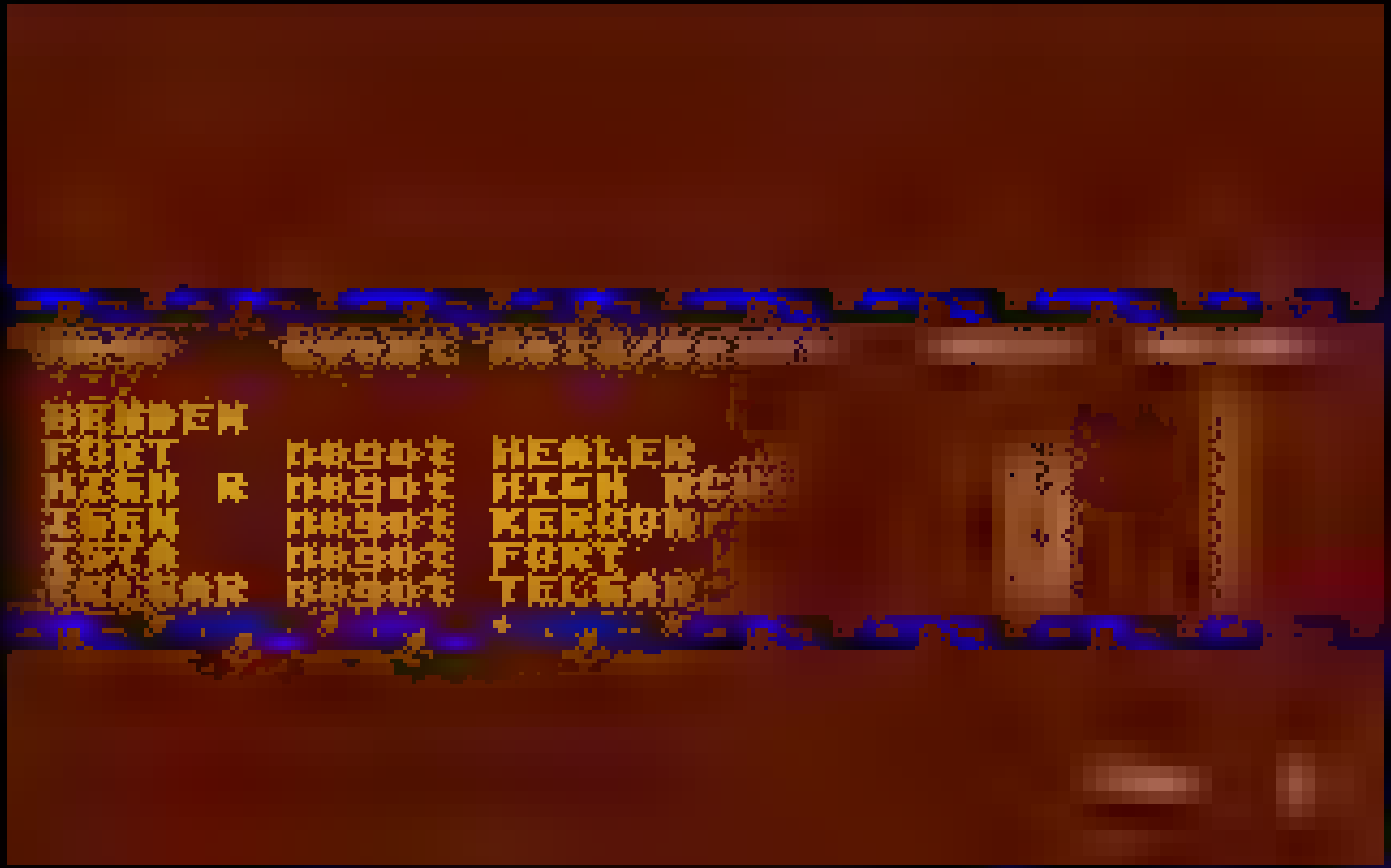

DRACONUS

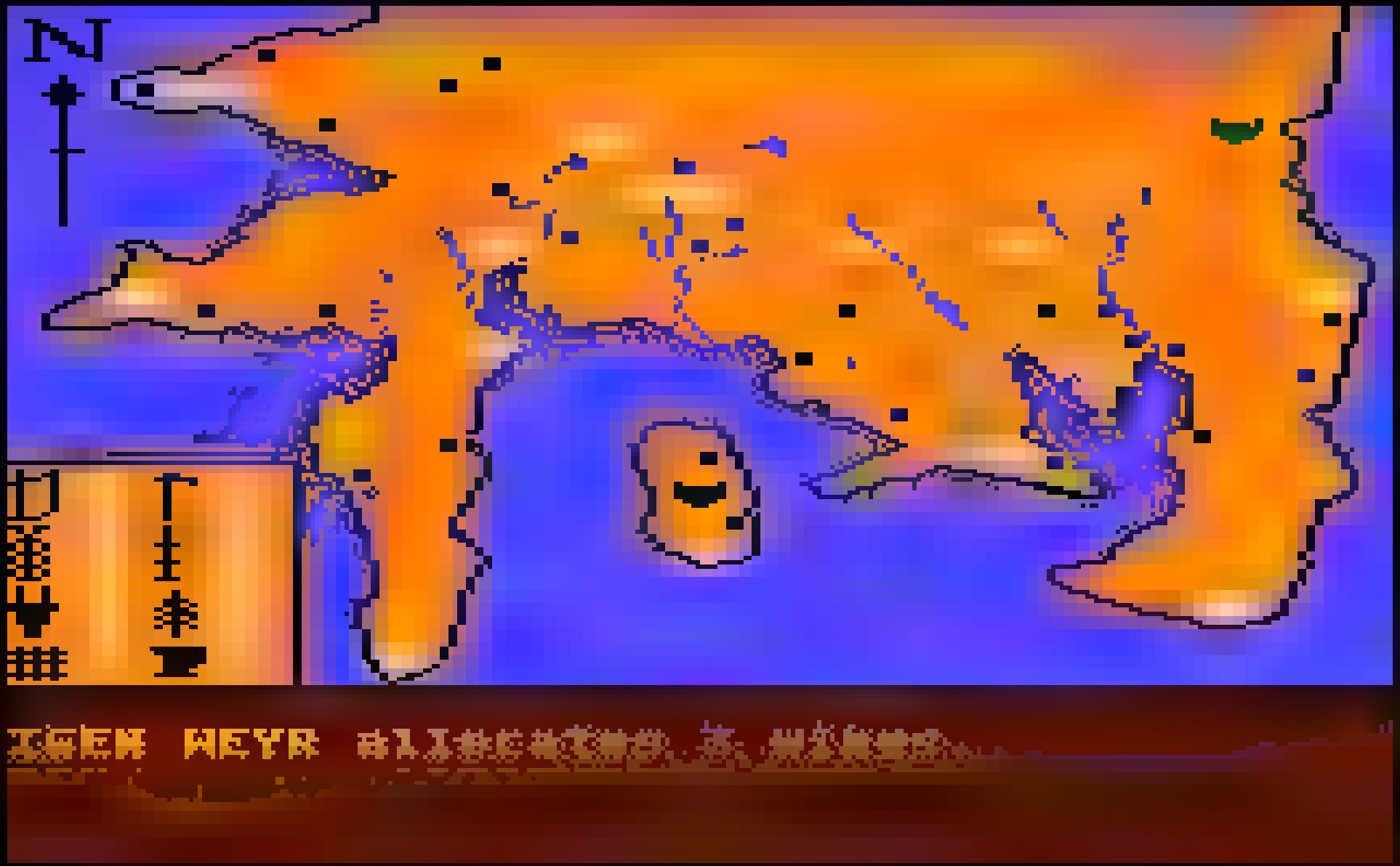
DRAGONRIDERS OF PERN

BASED ON THE NOVELS BY ANNE MCCAFFREY

by THE CONNELLEY GROUP
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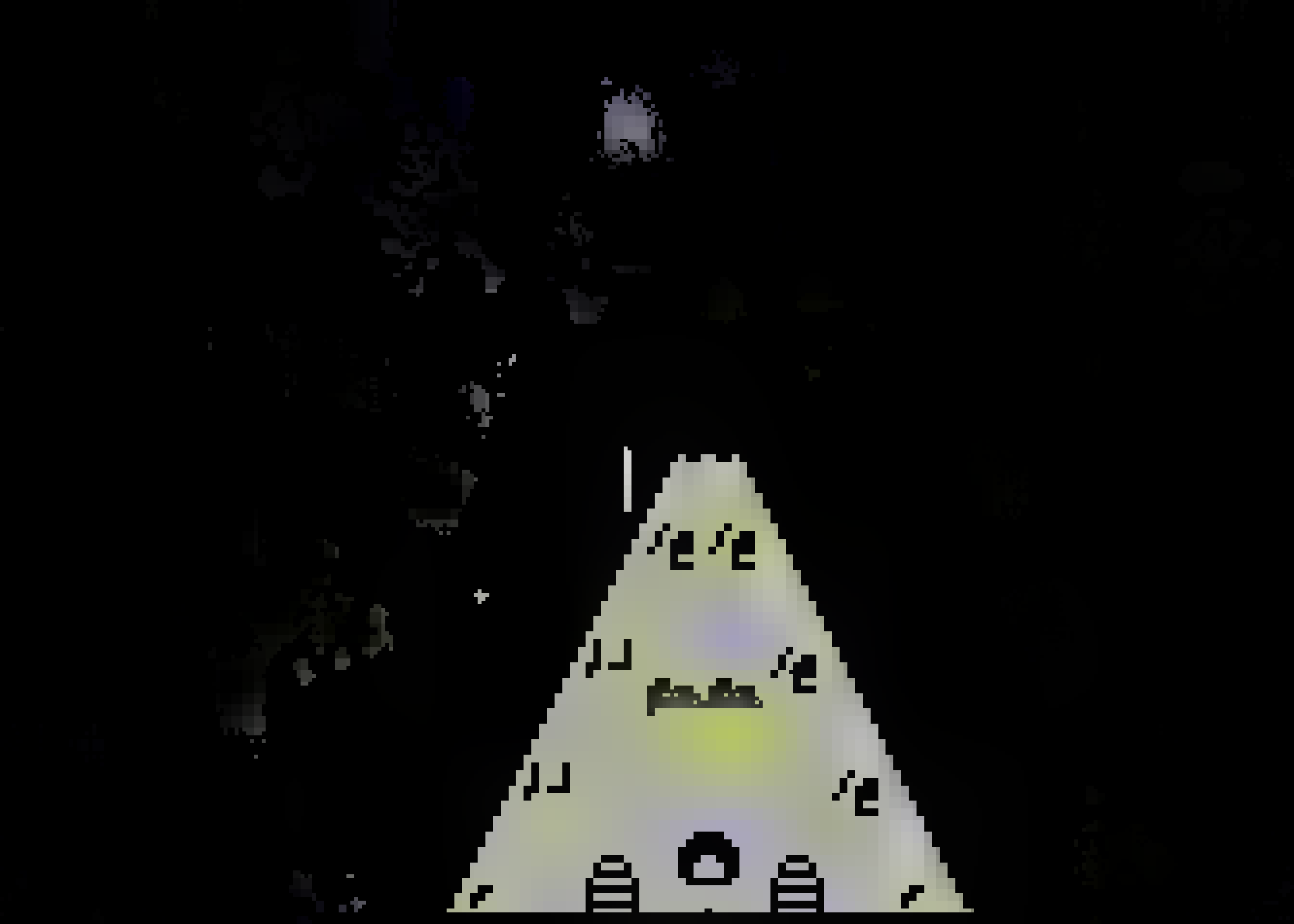

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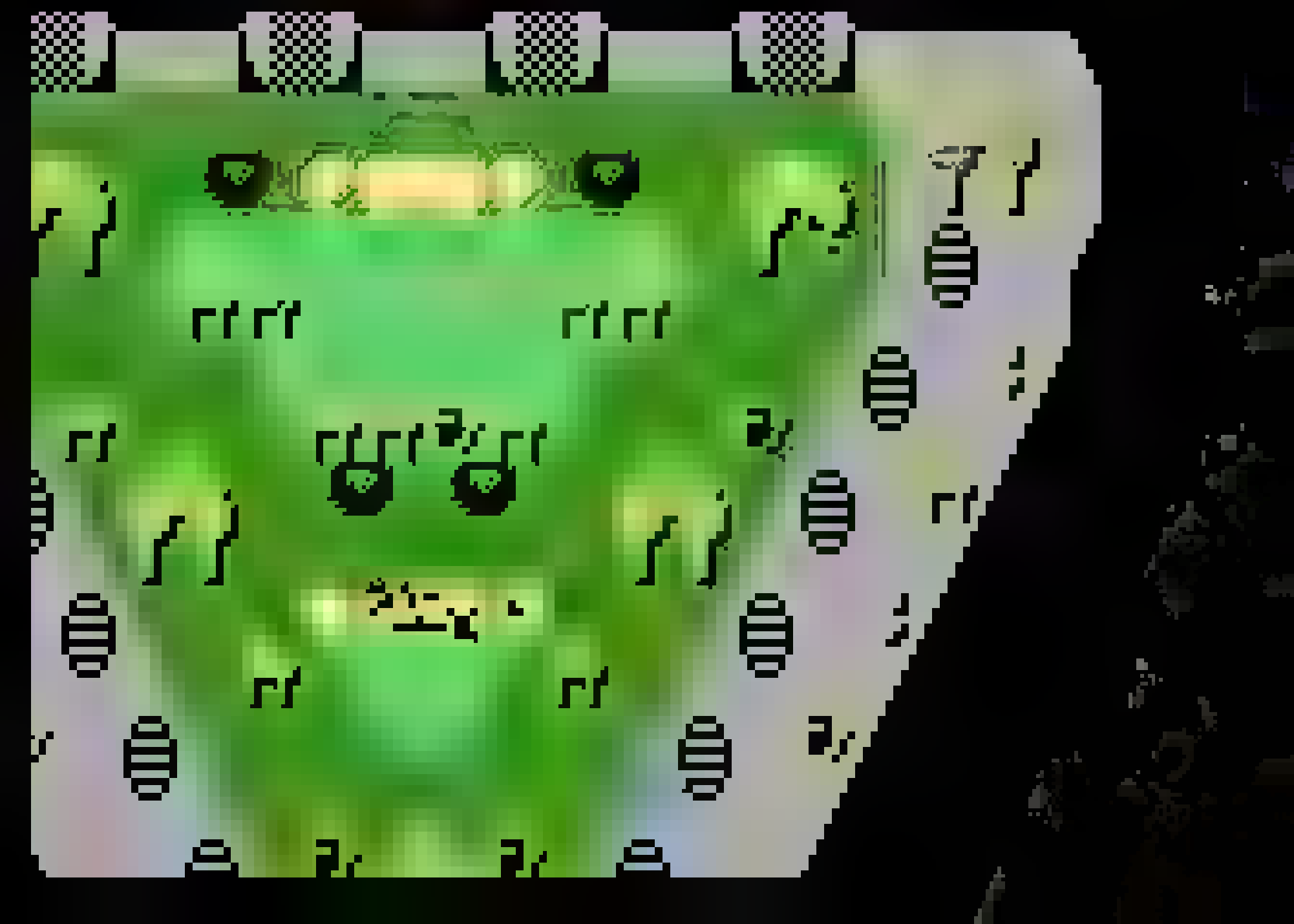


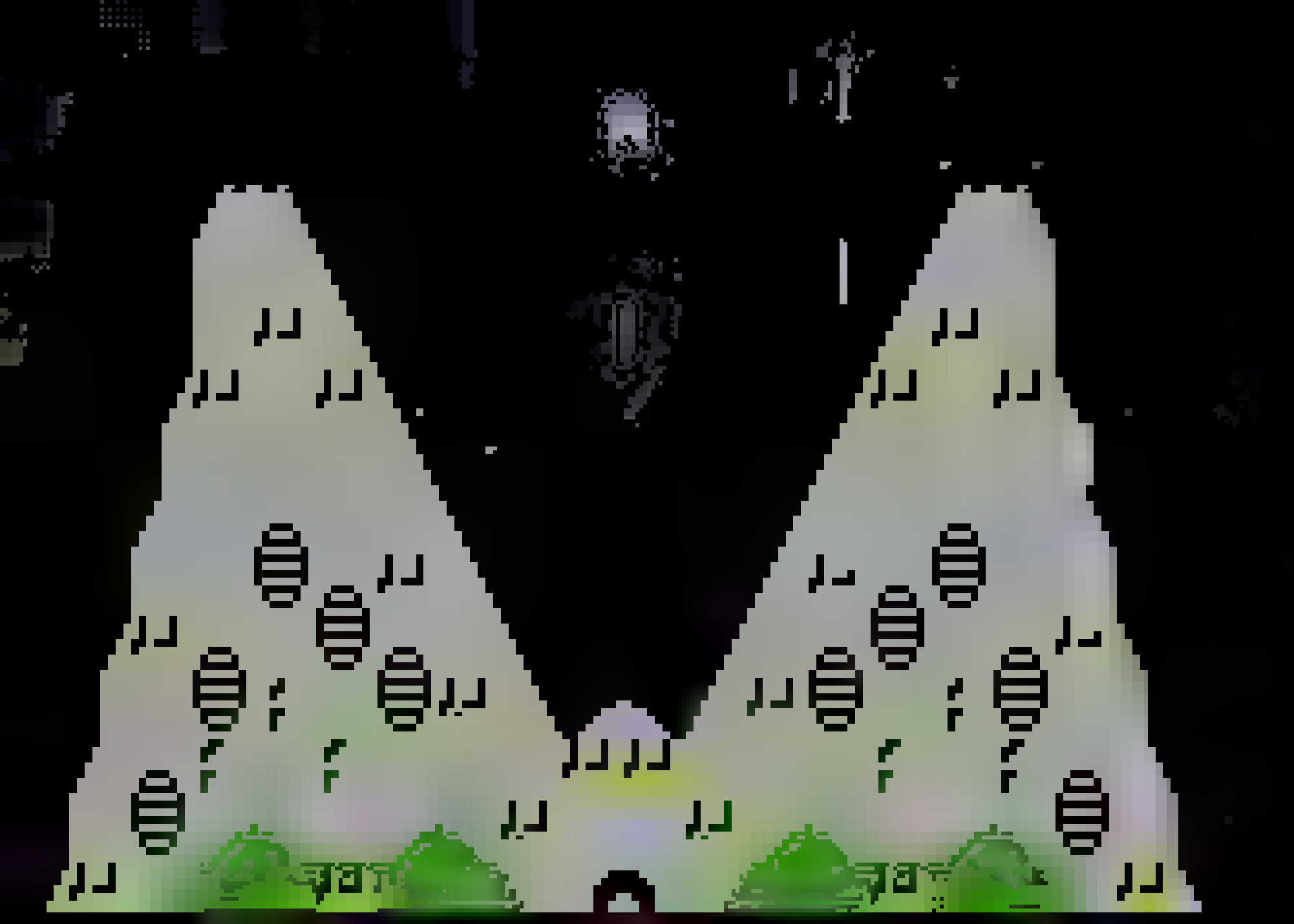
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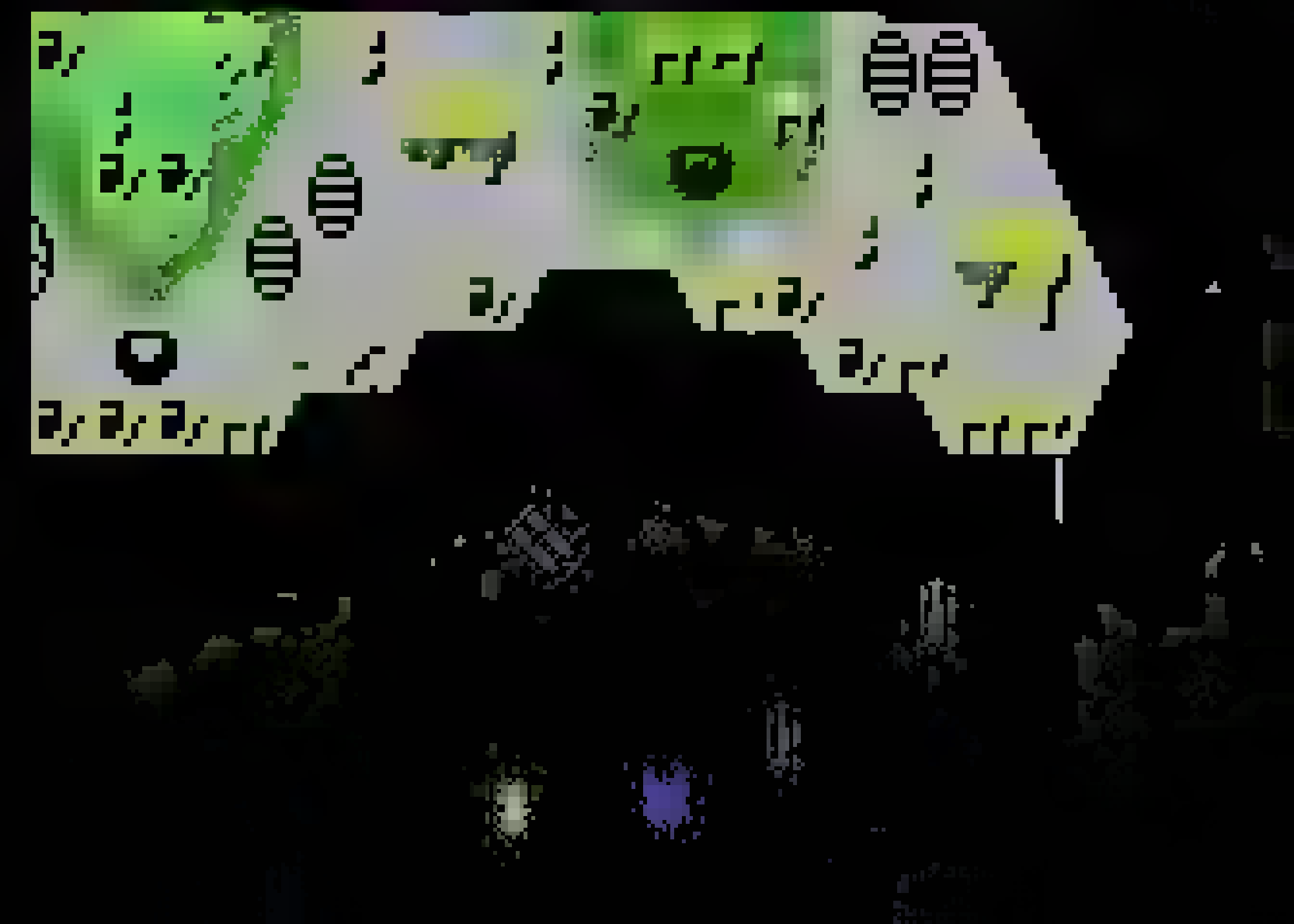


STRATEGY GAMES FOR
THE ACTION PLAYER









The

DREADNAUGHT FACTOR II^{tm}

SELECT option. 1 START begins play

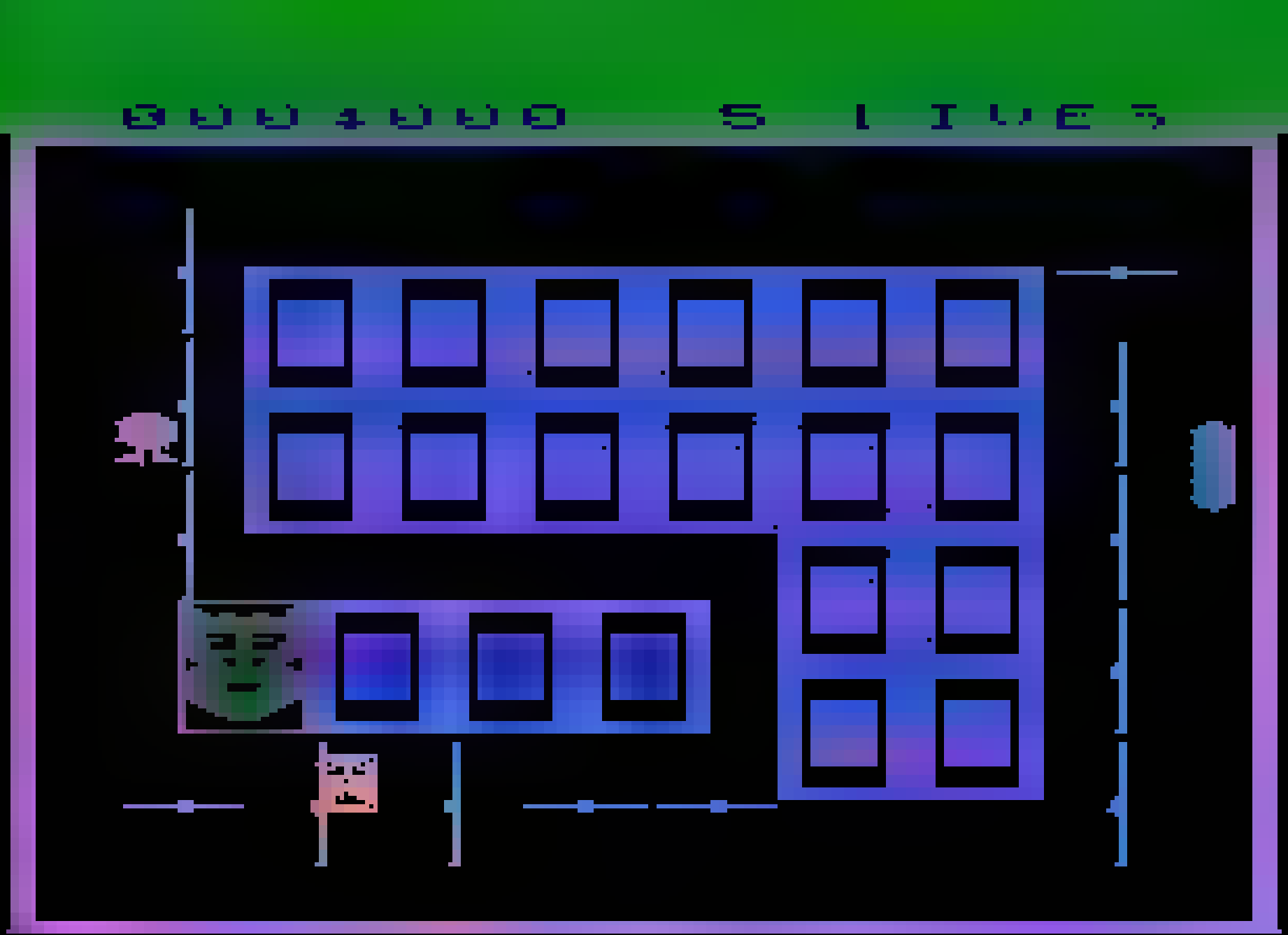
The

DREADNAUGHT FACTOR™

Copyright 1983, 1984 Activision




SCORE
LIVES



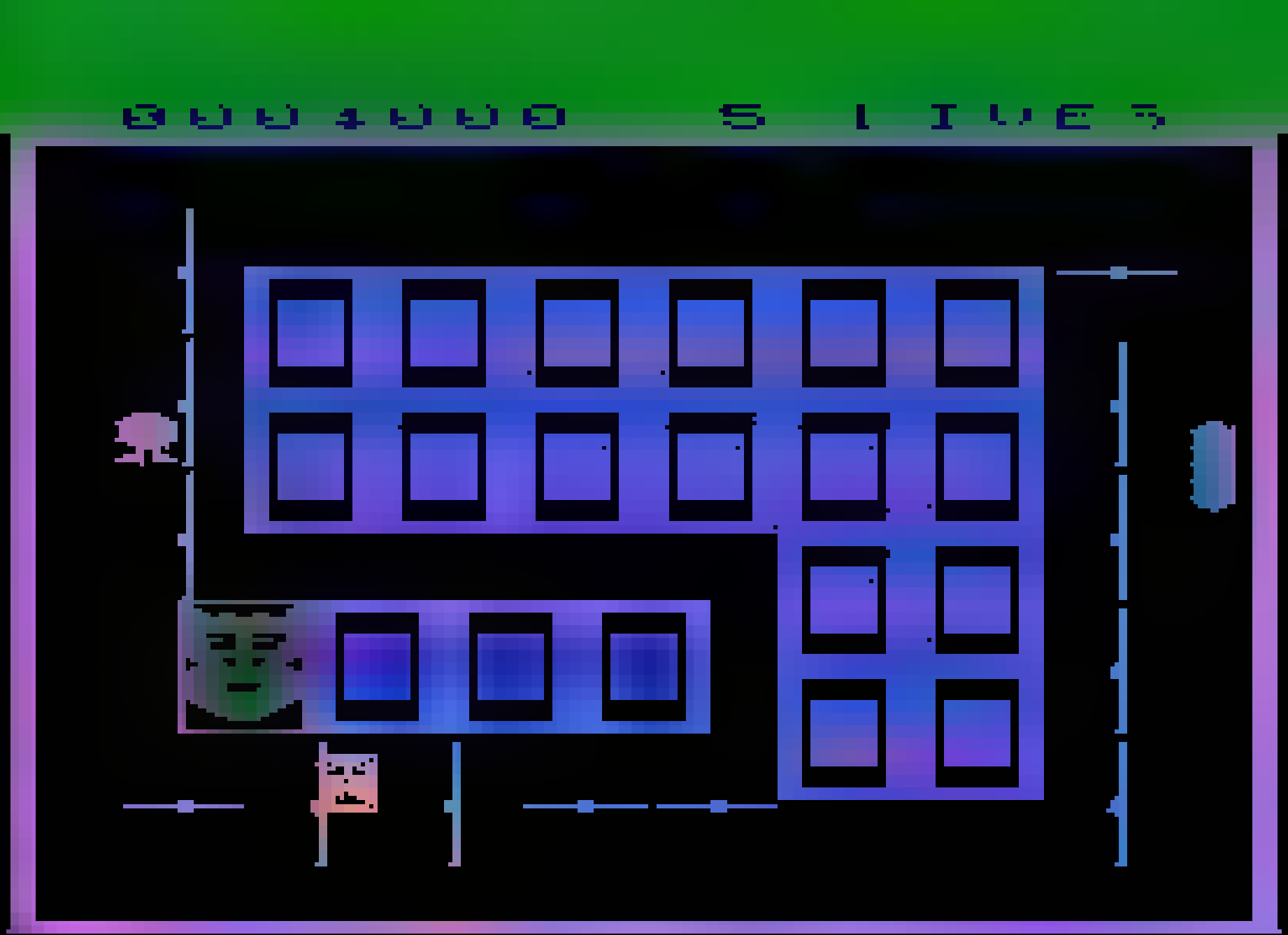
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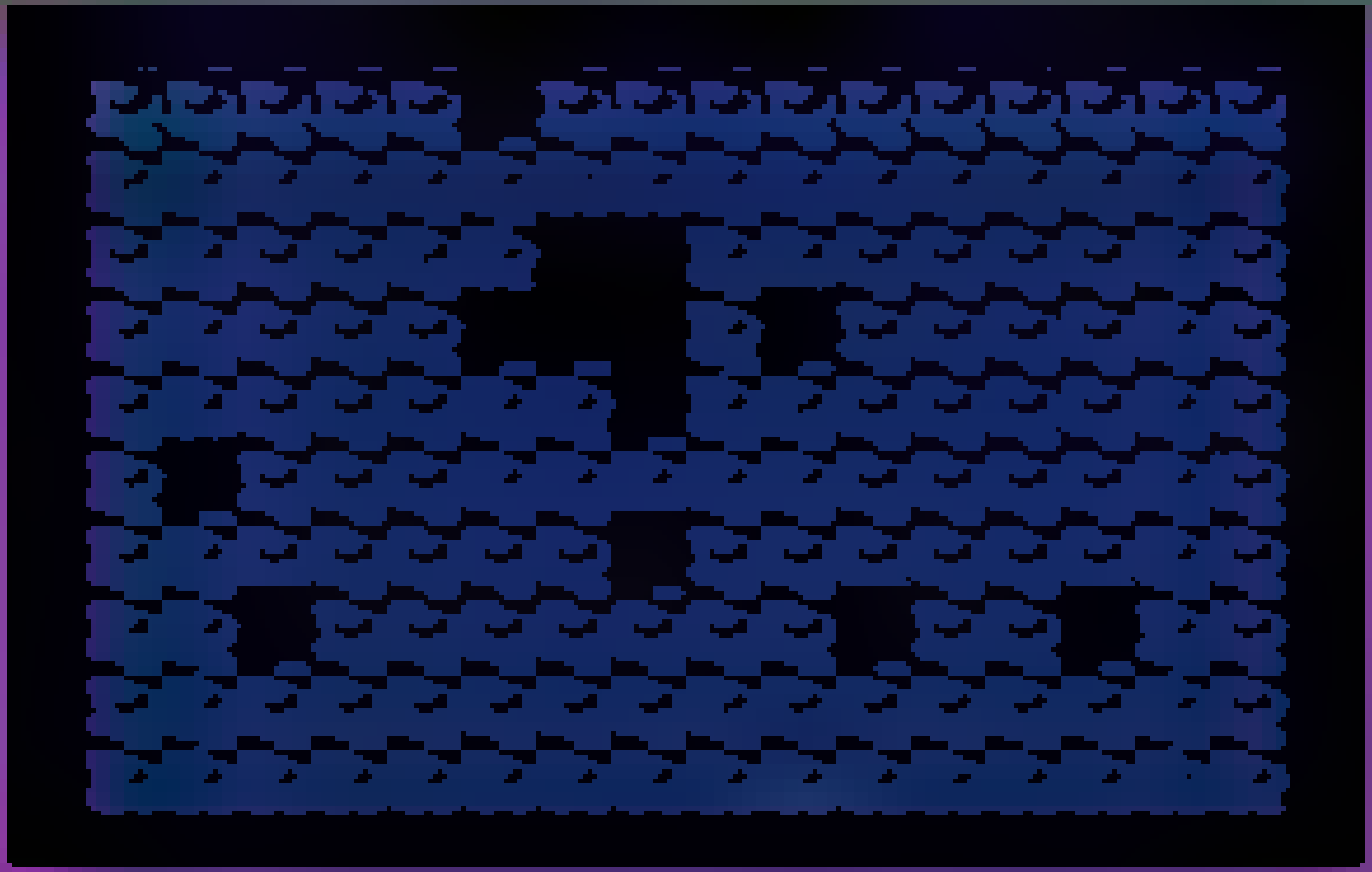
[illegible]

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SCORE
LIVES





DRELBS

BY KELLY JONES

(c) SYNSOFT SOFTWARE 1987

TOP 0000100

SCORE 0000000

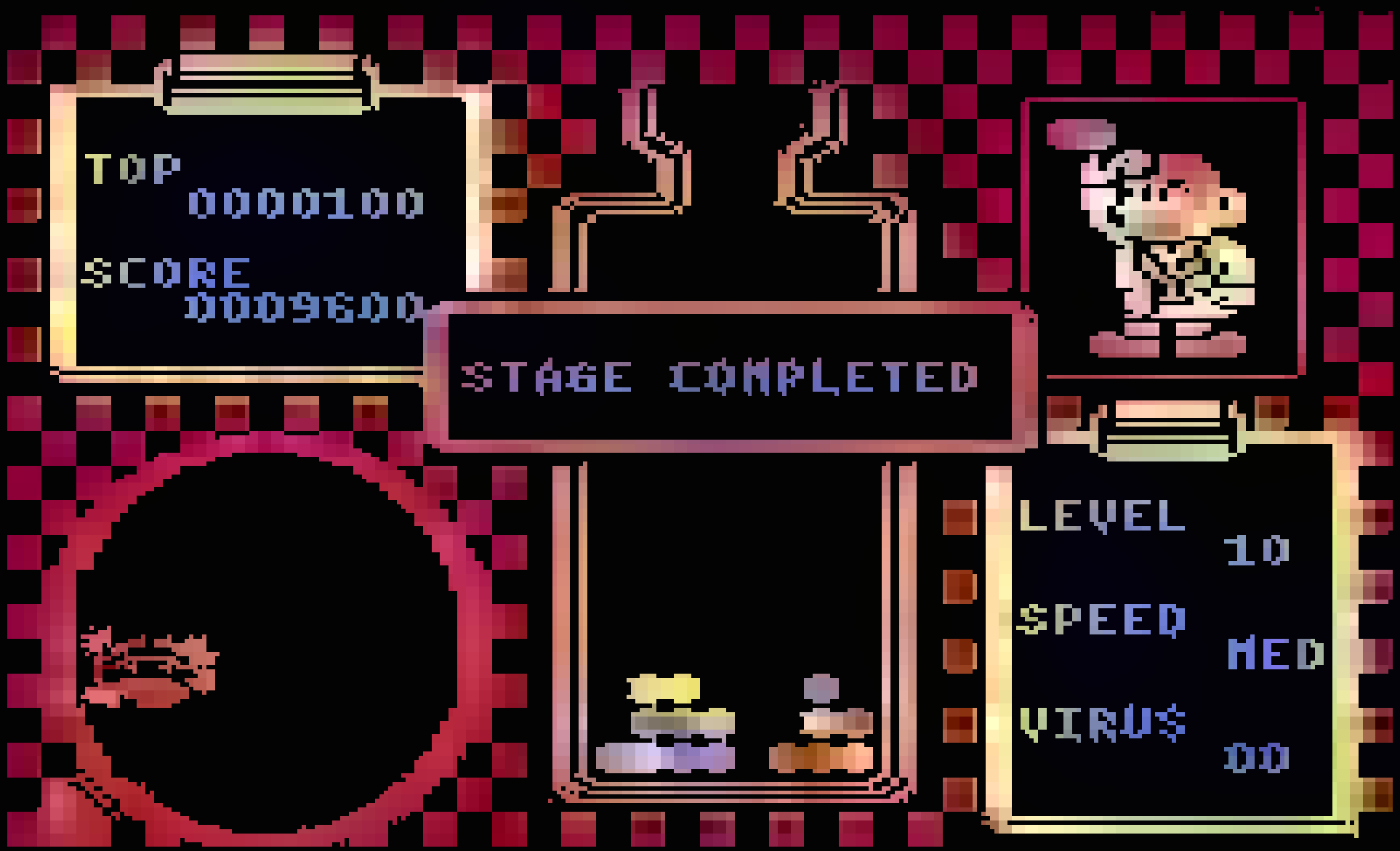




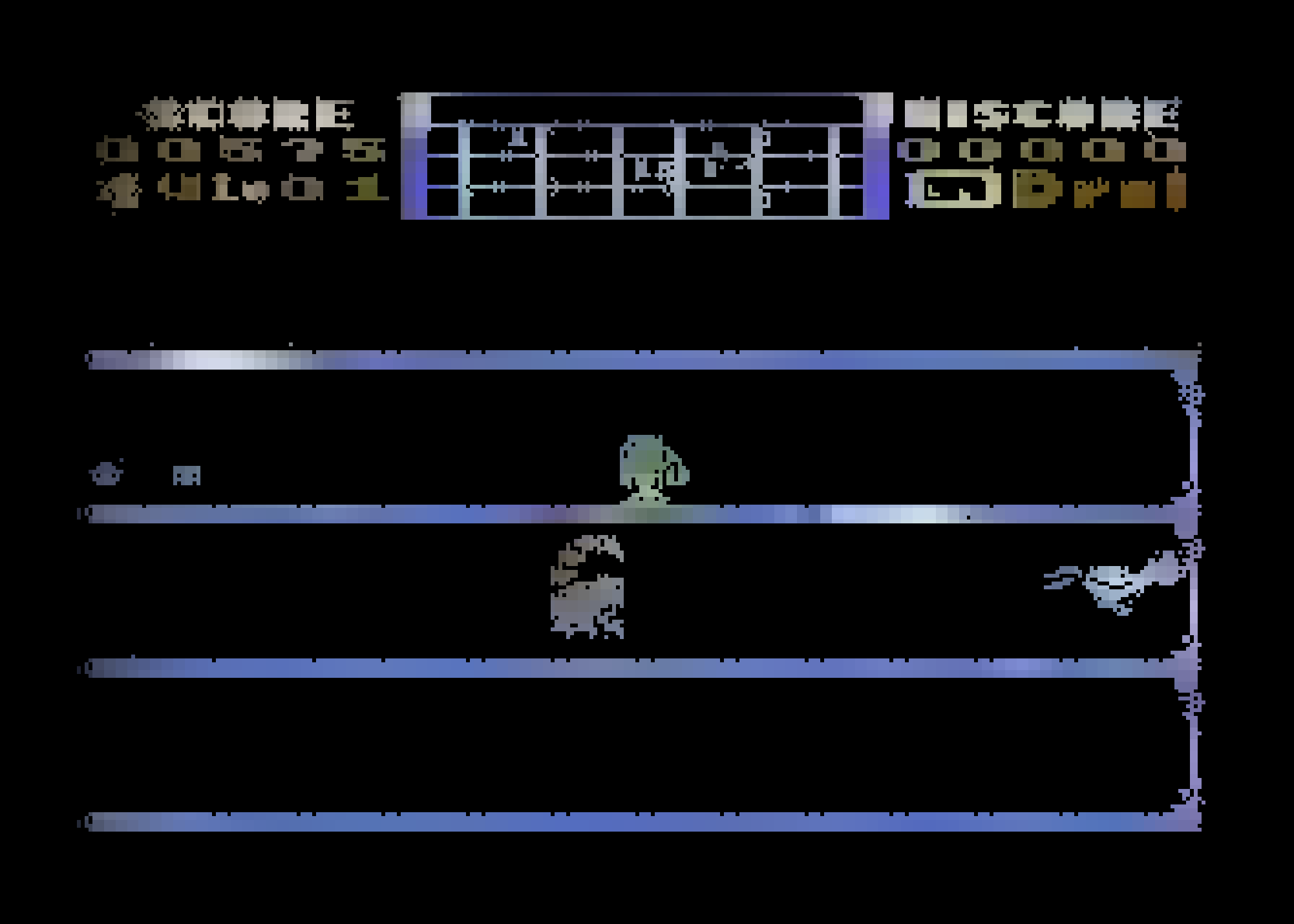
LEVEL 00

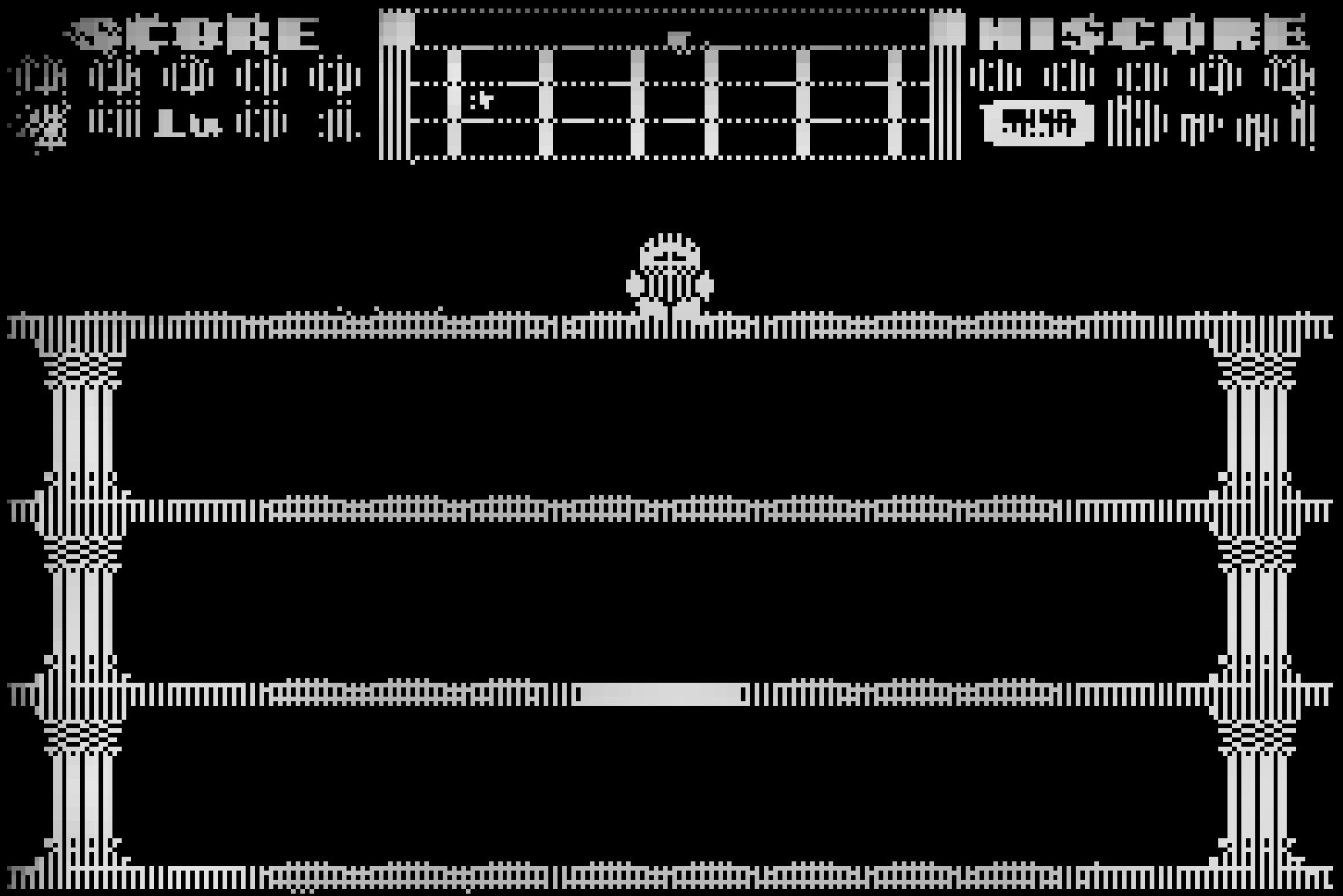
SPEED LOW

VIRUS 04

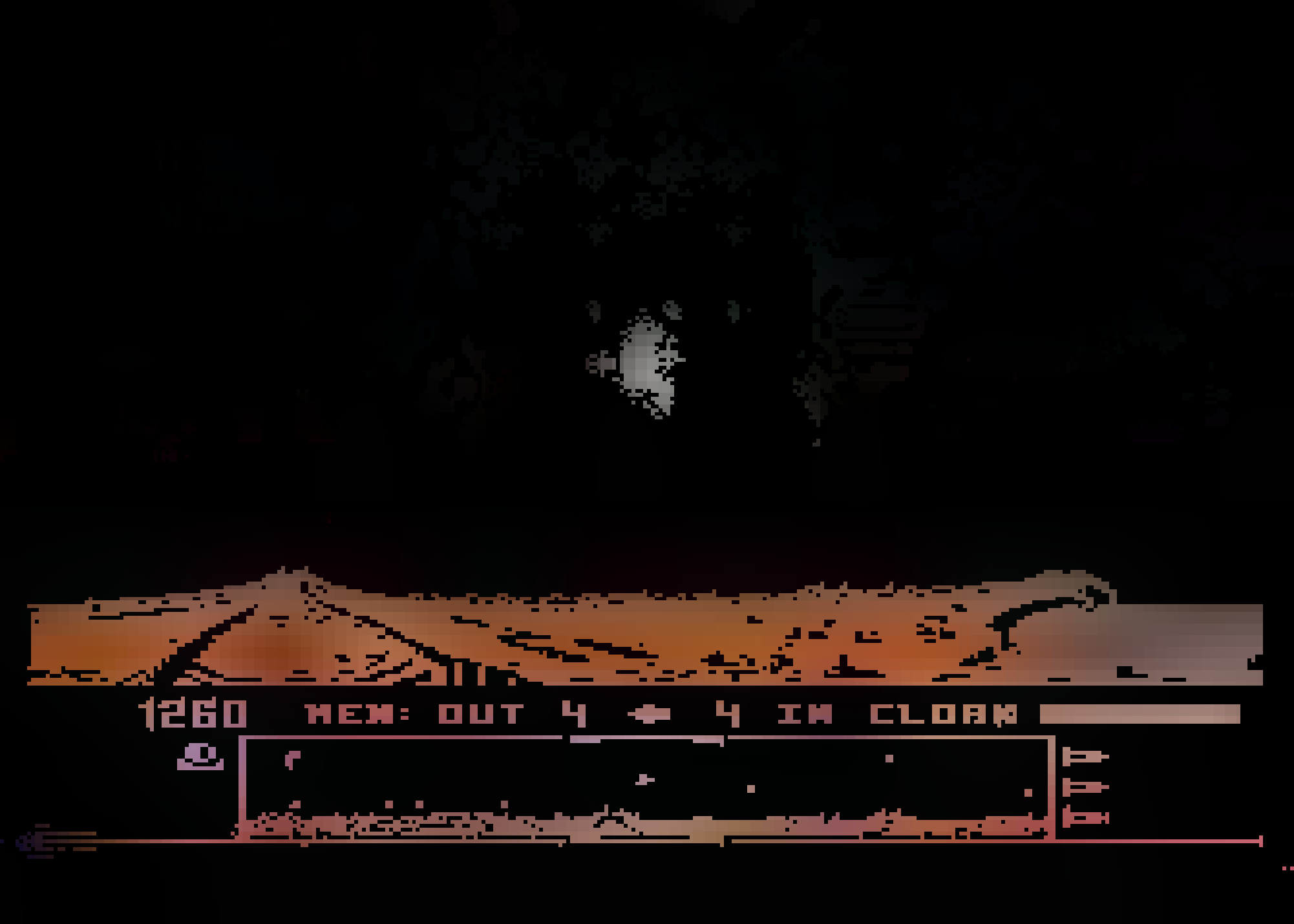

TOP
0000100
SCORE
0009600
STAGE COMPLETED
LEVEL
10
SPEED
MED
VIRUS
00

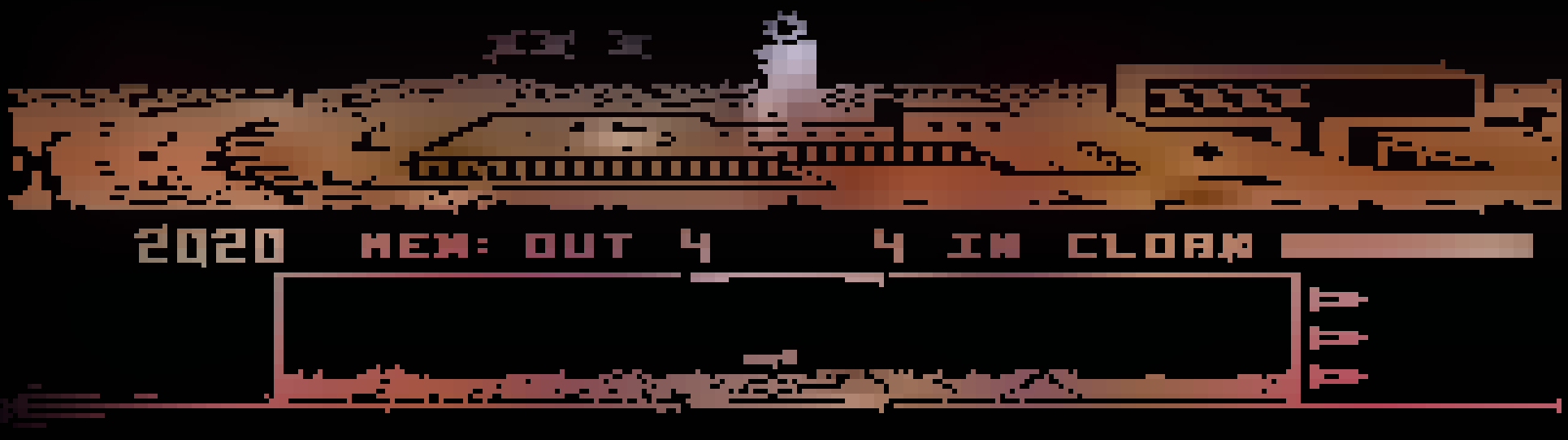

Dr. MARIO
1 PLAYER GAME
2 PLAYER GAME
010 CODE PAW
VS

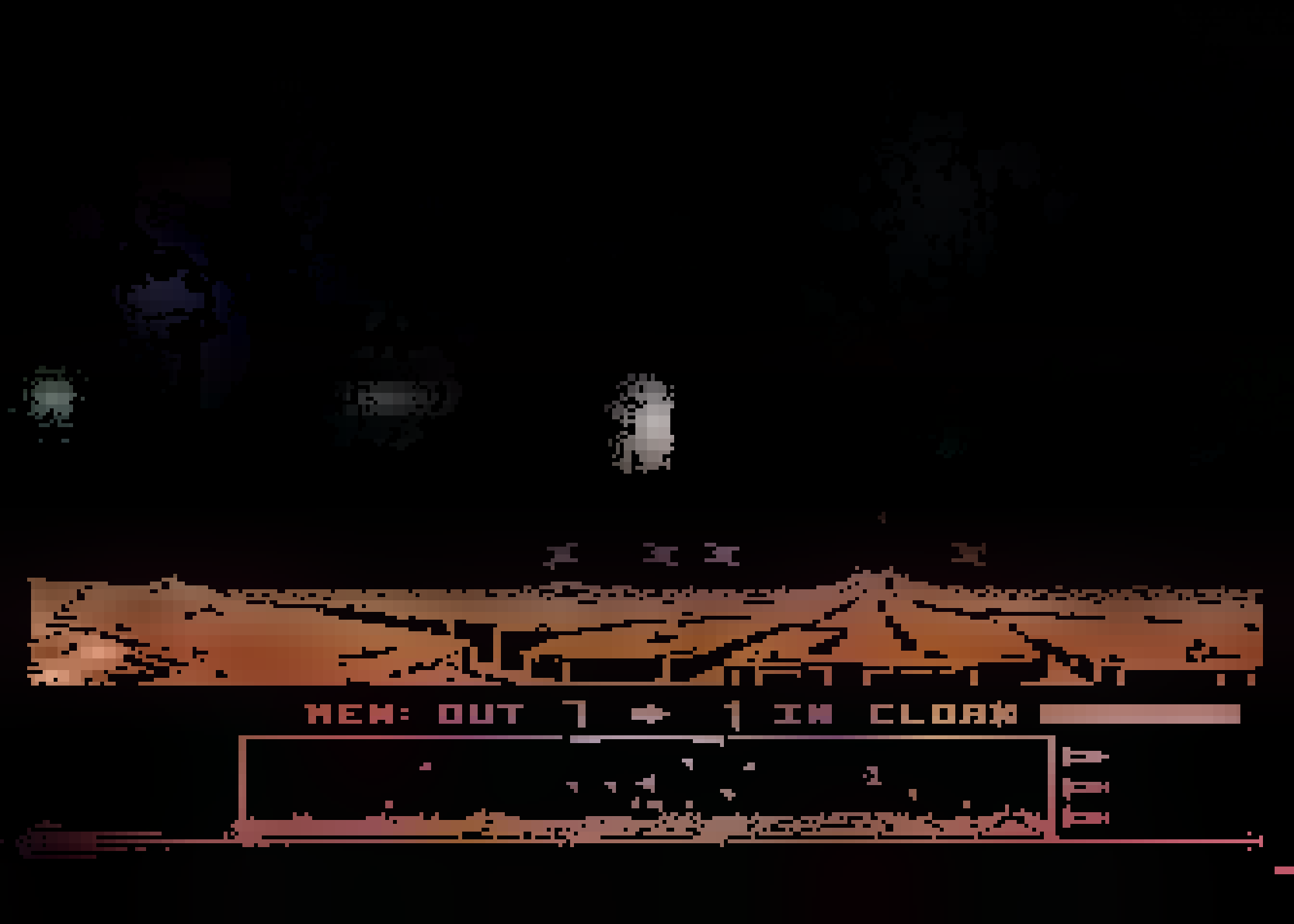

SCORE
00675
HISCORE
00000

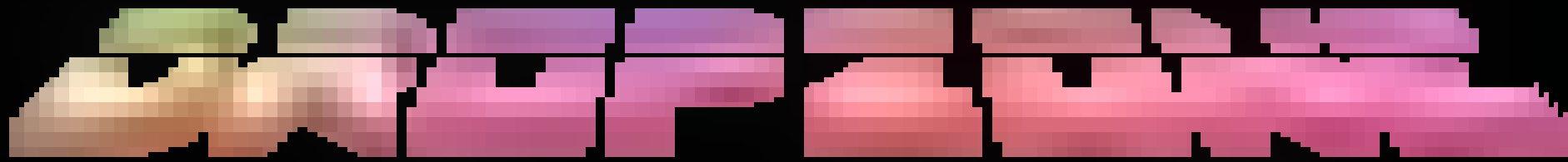



by
©1983 Broderbund


1260
MEN: OUT 4
4 IN CLOAK


2020
MEN: OUT 4
4 IN CLOAK


MEM: OUT
IN CLOAK



WRITTEN BY ARCHER MACLEAN

©1984 U.S. GOLD PRODUCED BY ARENA GRAPHICS

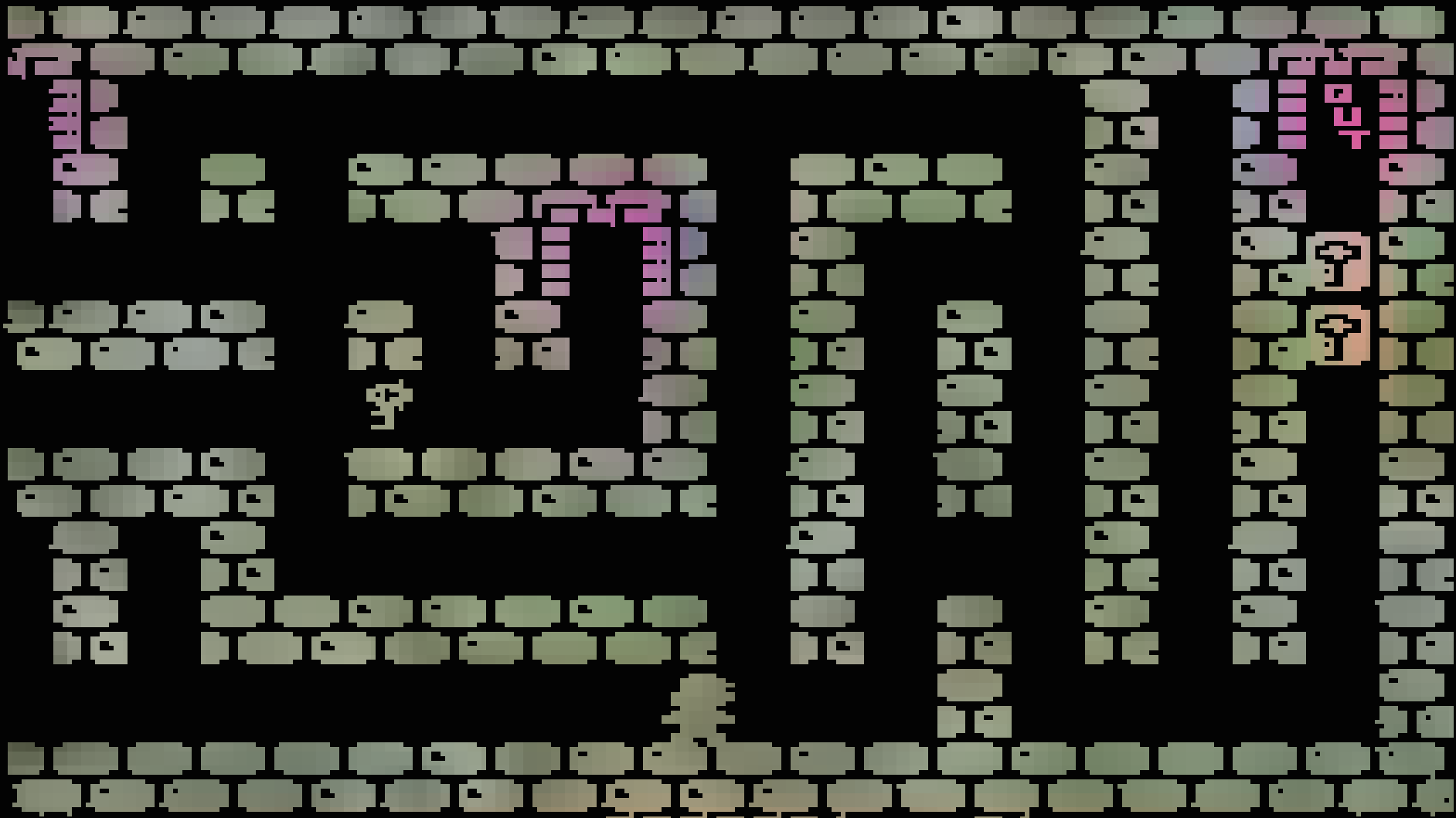
UNDESIRABLE ALIENS

MAN	ANDROID	SPORE
2	2	750
PLANTER	BLUBBER STORM	TRAILER
150	250	250
NEMESITE	MINE	ANTI MATTER
250	100	150


DRUID
DRUID
GOLEM
RATING
47
1
0
0


ARMIR
GOLEM
RATING 1
WATER
FIRE
ELECTRICITY
KEY
INVISIBILITY
HANDS


ARMIA
ZOLEN
RATING
NA ZOLEN


DUNGEONLORDS
BY BRIAN BRADLEY


DUNGEONLORDS
BY
IAN
HADLEY

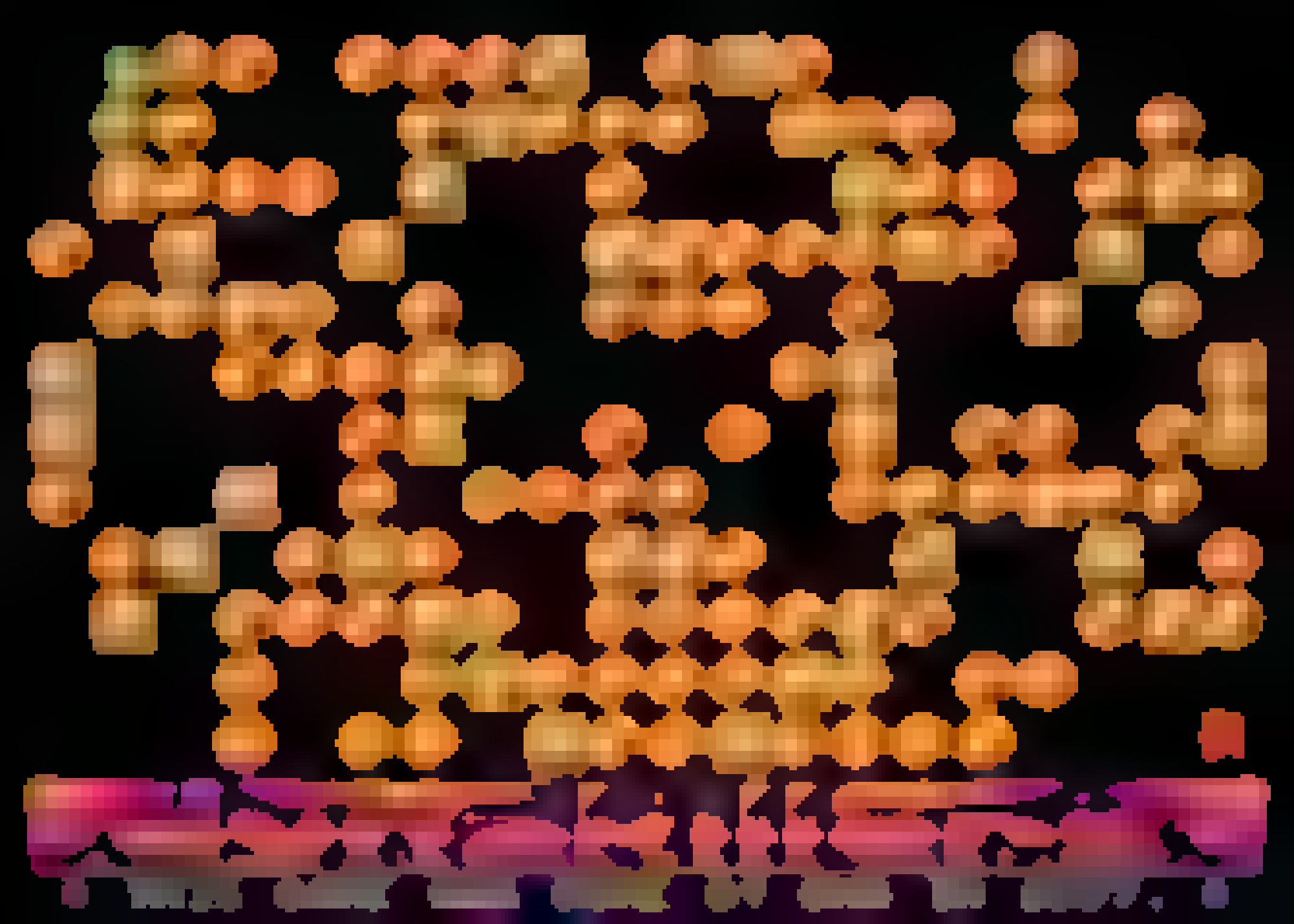


DUNGEONLORDS 84 BRIAN

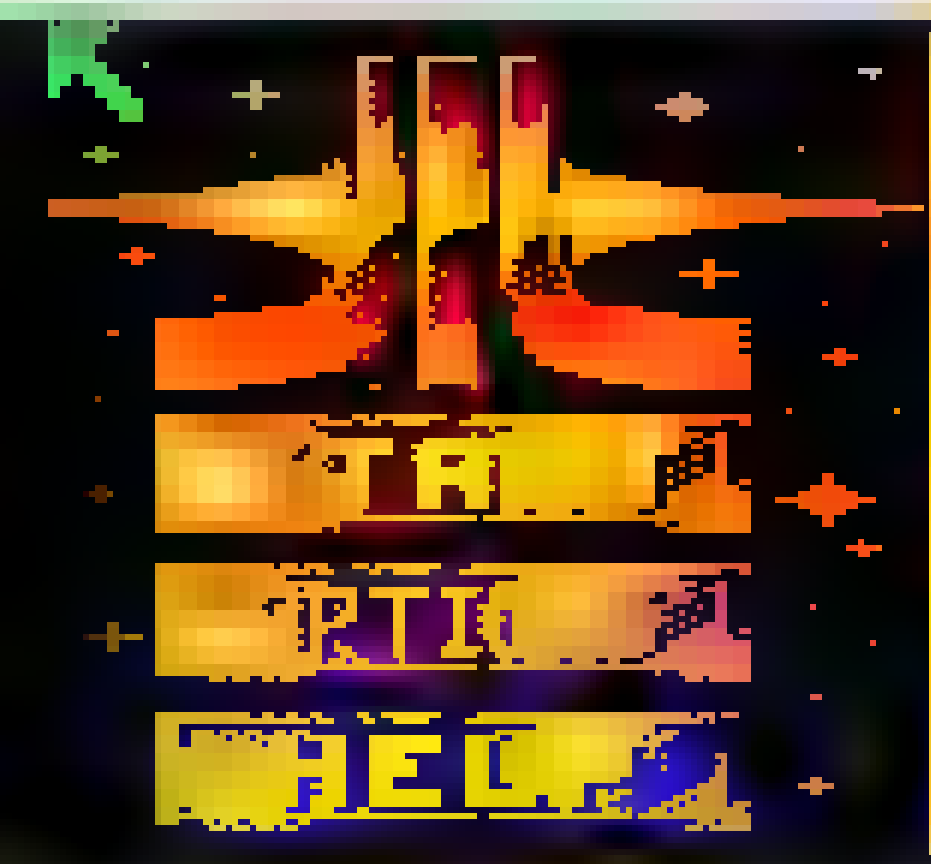

DUNGEONLORDS
BY BRIAN BRADLEY

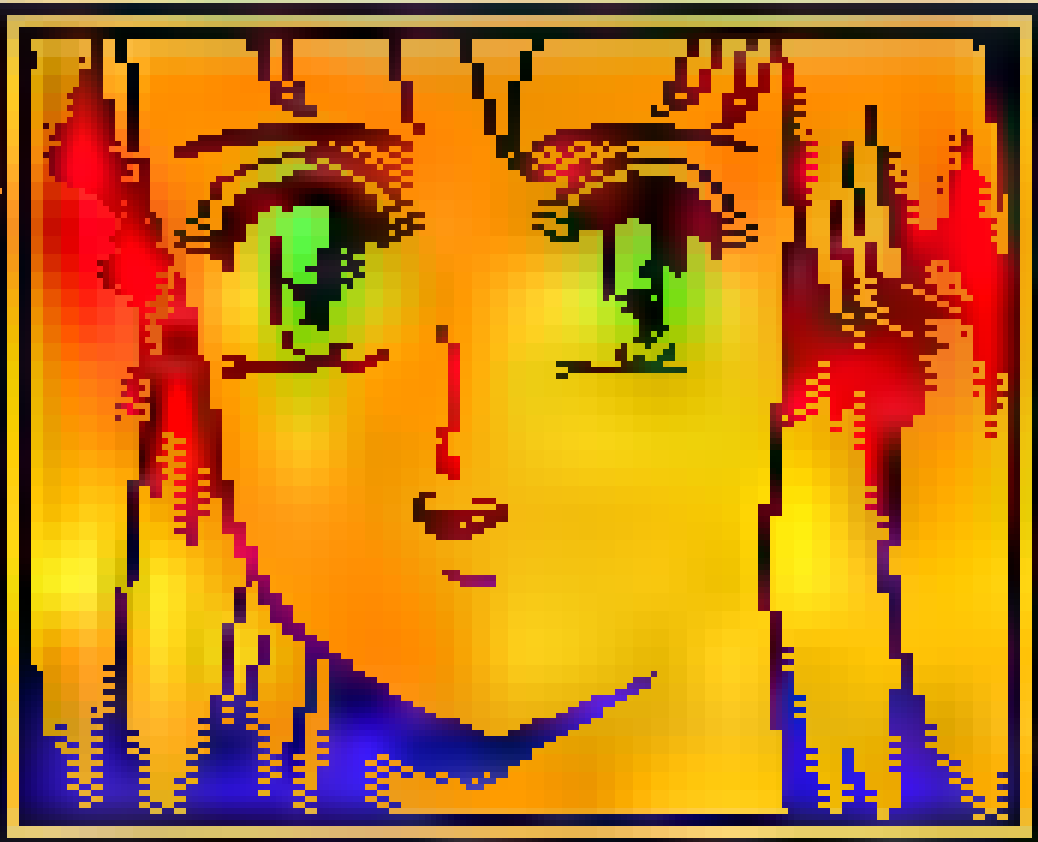
DUNGEONLORDS

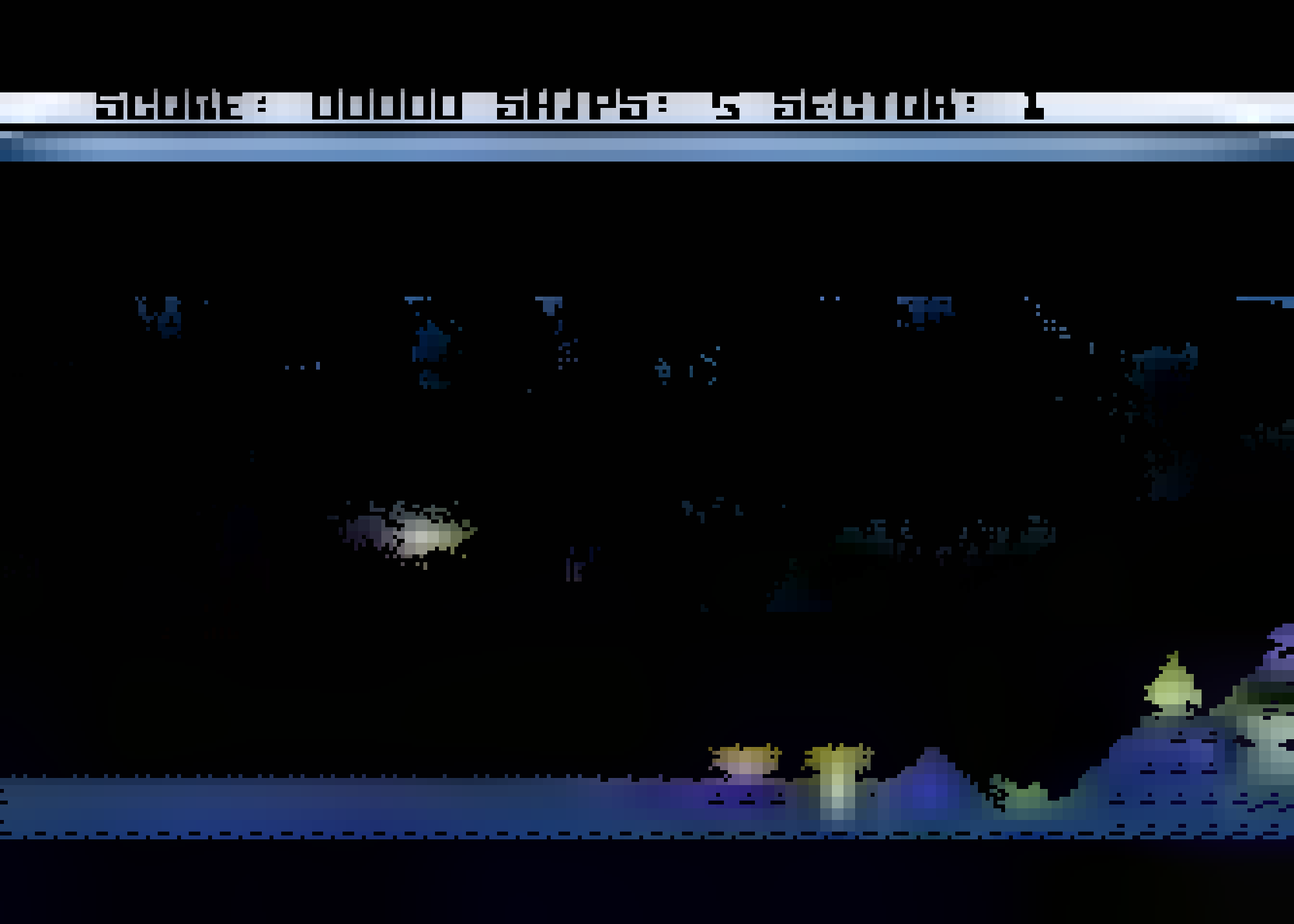
BRIAN BRADLEY

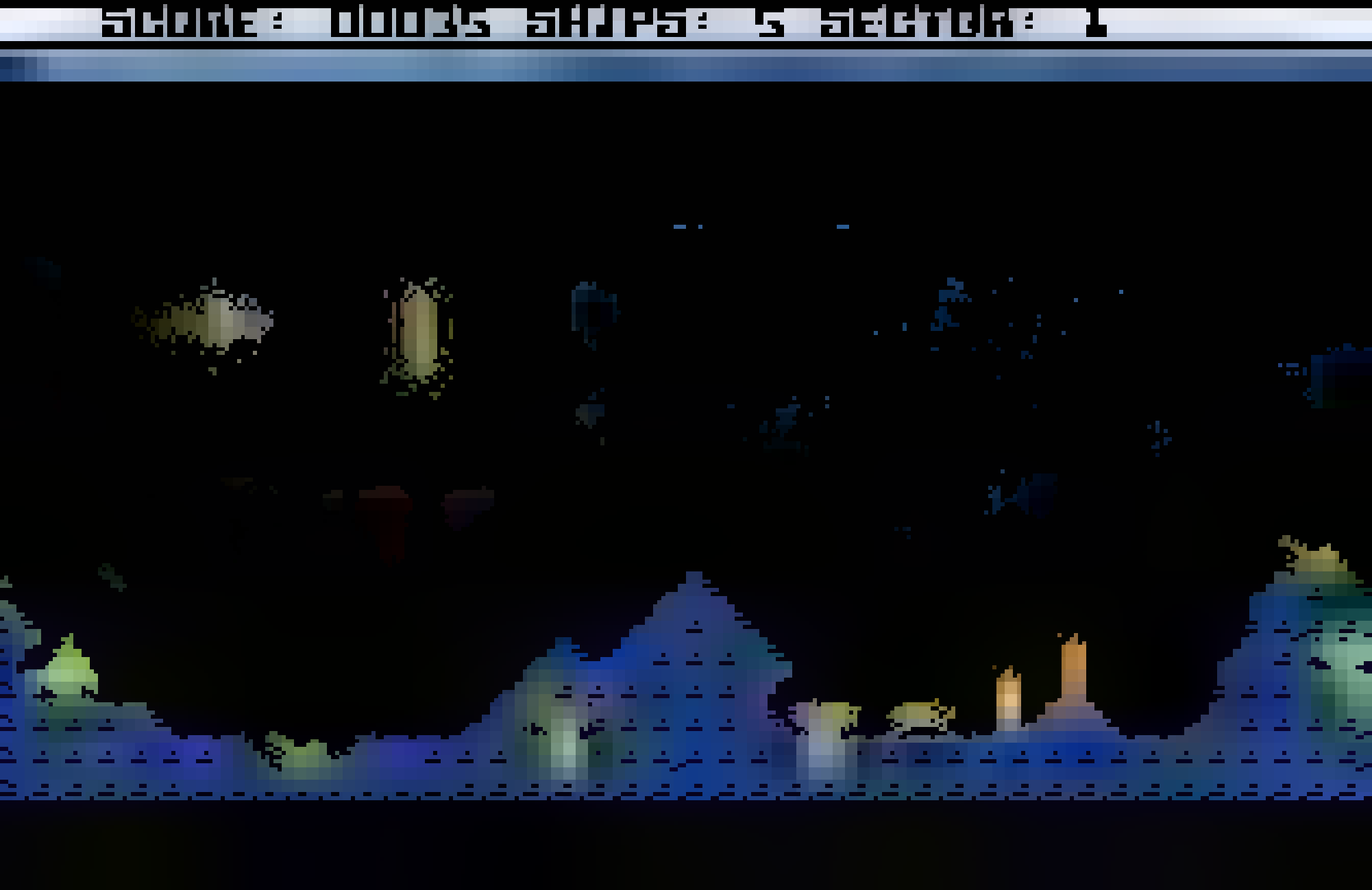


Bynaklers



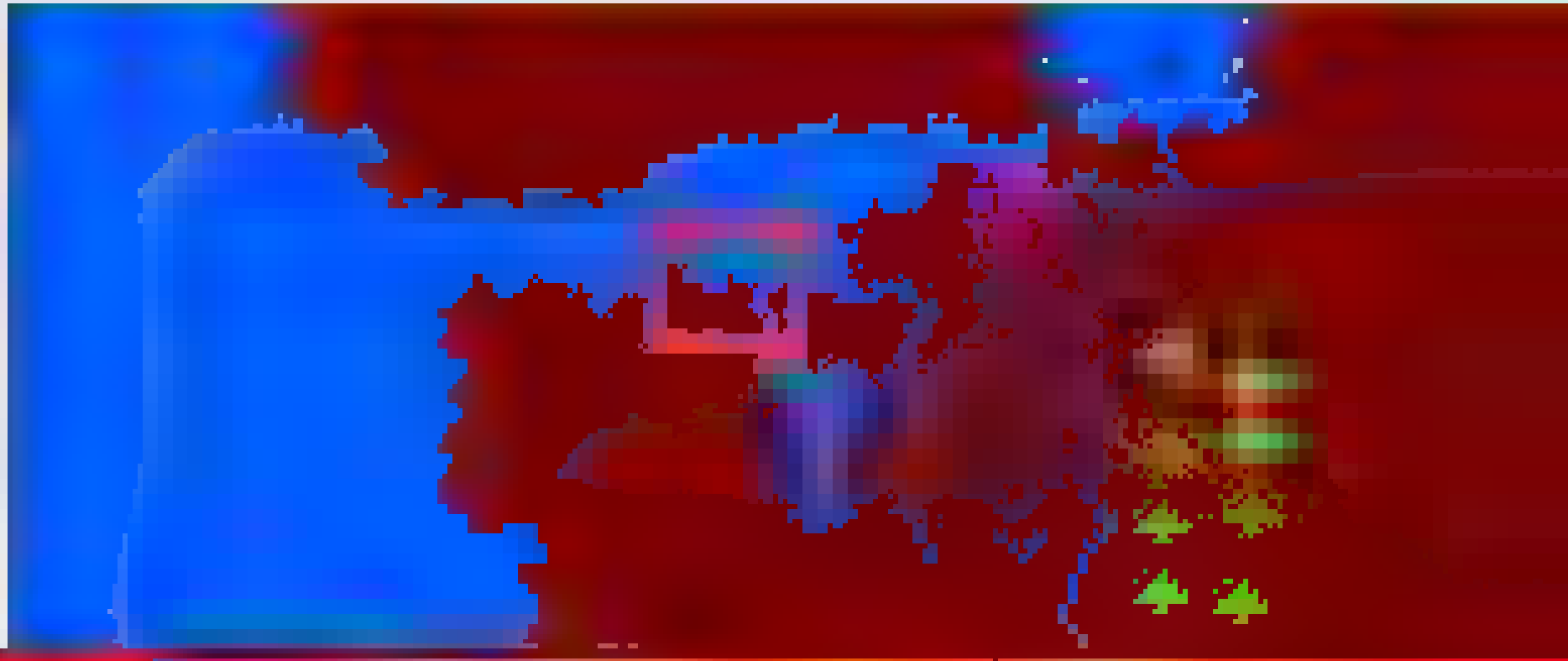



SCORE: 000000 SHIPS: 5 SECTOR: 1

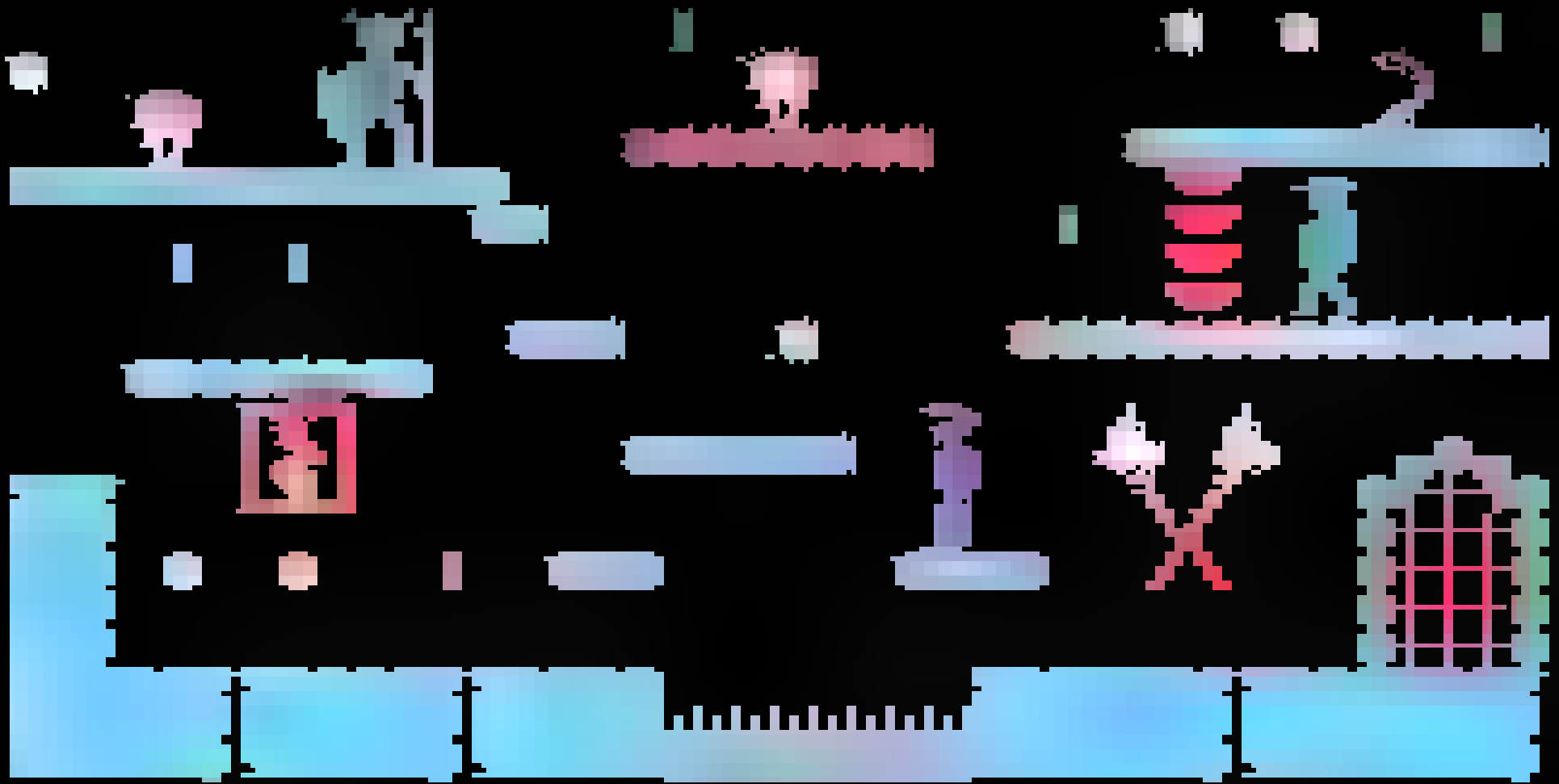


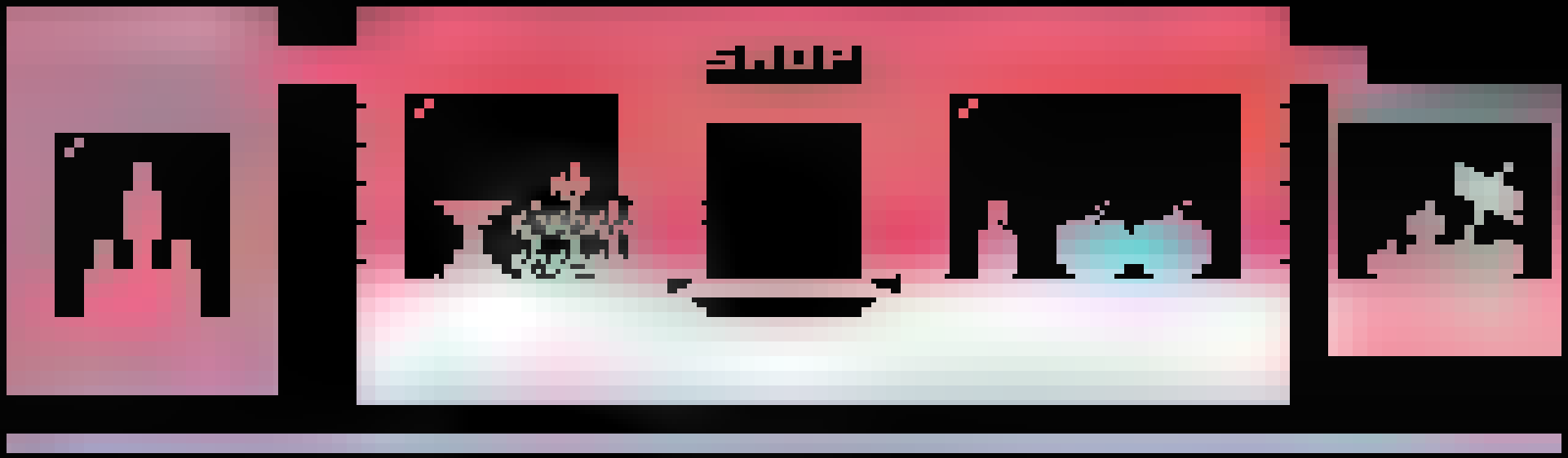

EARTH
2150
BY
CUZ FRESHE
DEVELOPMENTS



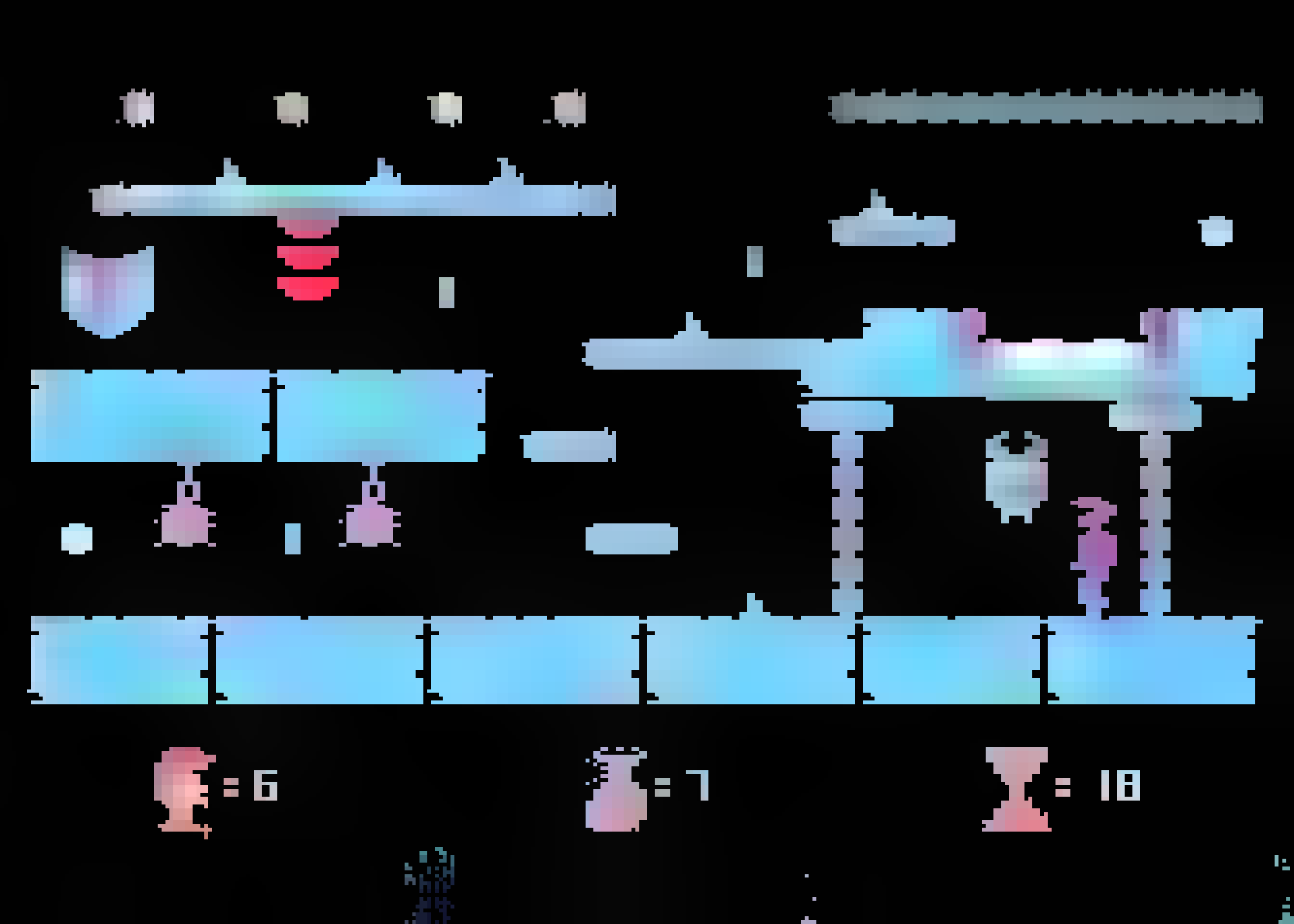


SELECT LEARNER START TO BEGIN


= 6
= 1
= 18



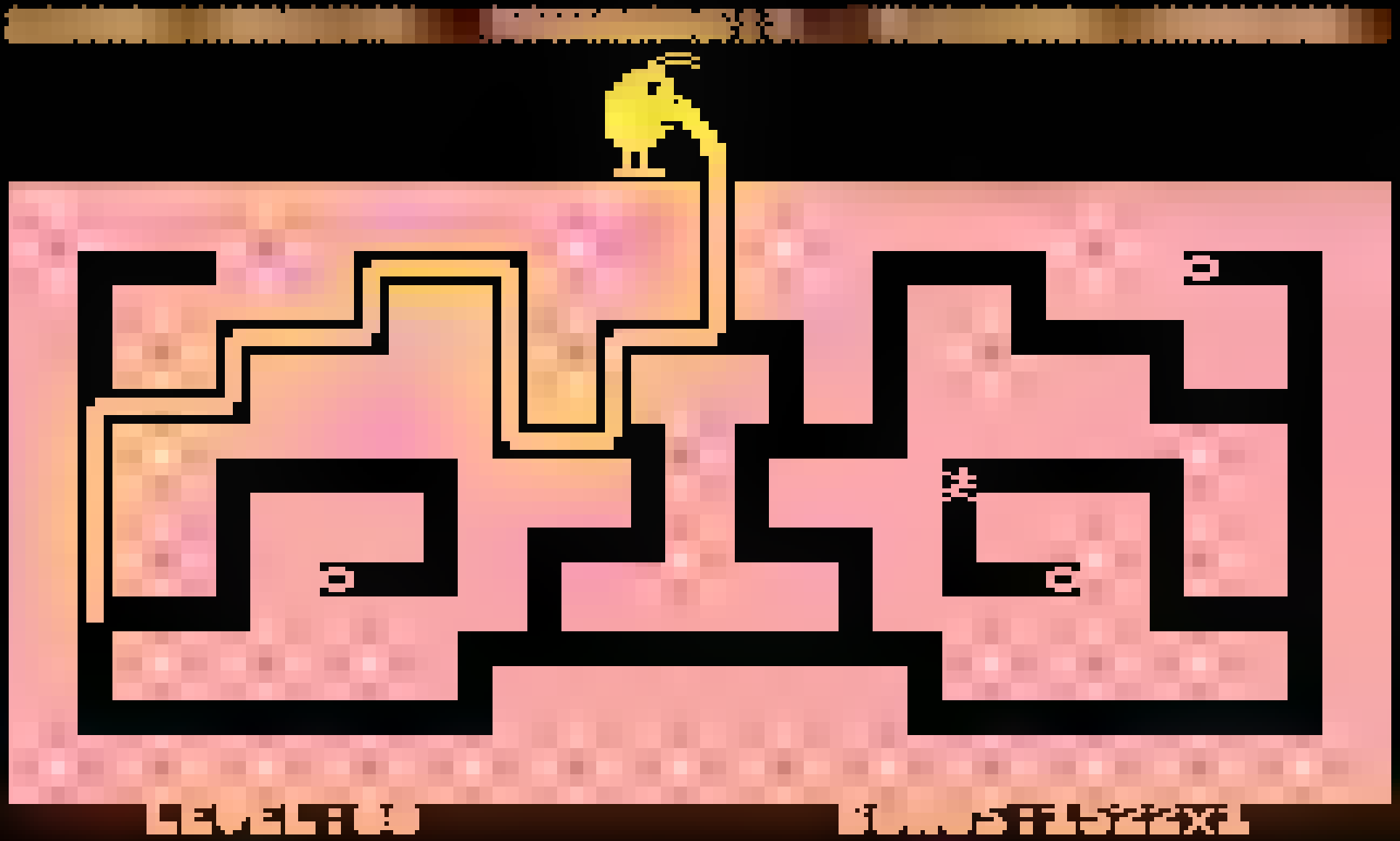
POZBYCIE SIE BENIECO
NIEOGRANICZONY CZAS
MONETA JAKO DWIE
DODATKOWE ZYCIE
NASTEPNA KOMNATA
WYJSCIE

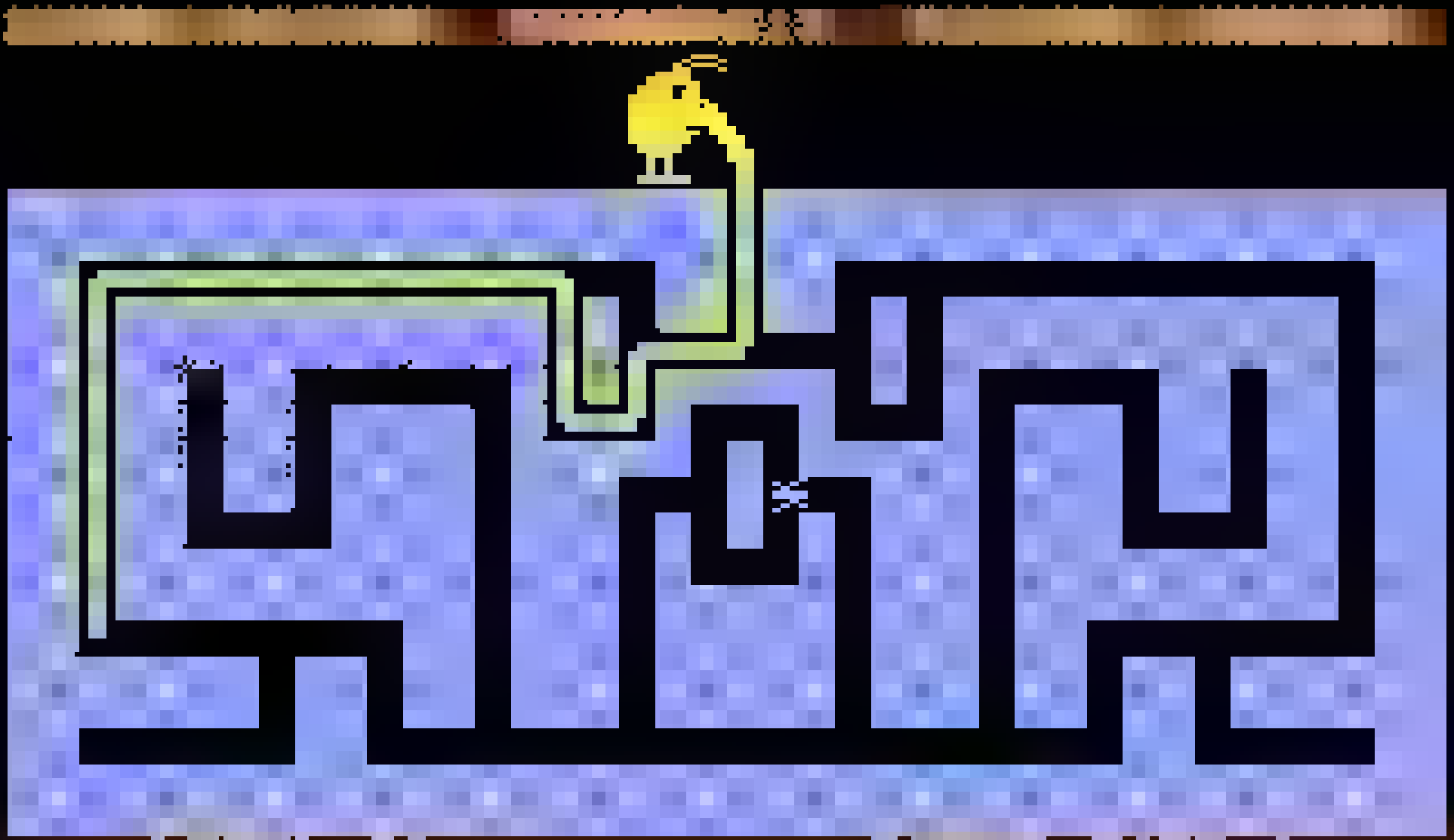

= 6
= 7
= 18

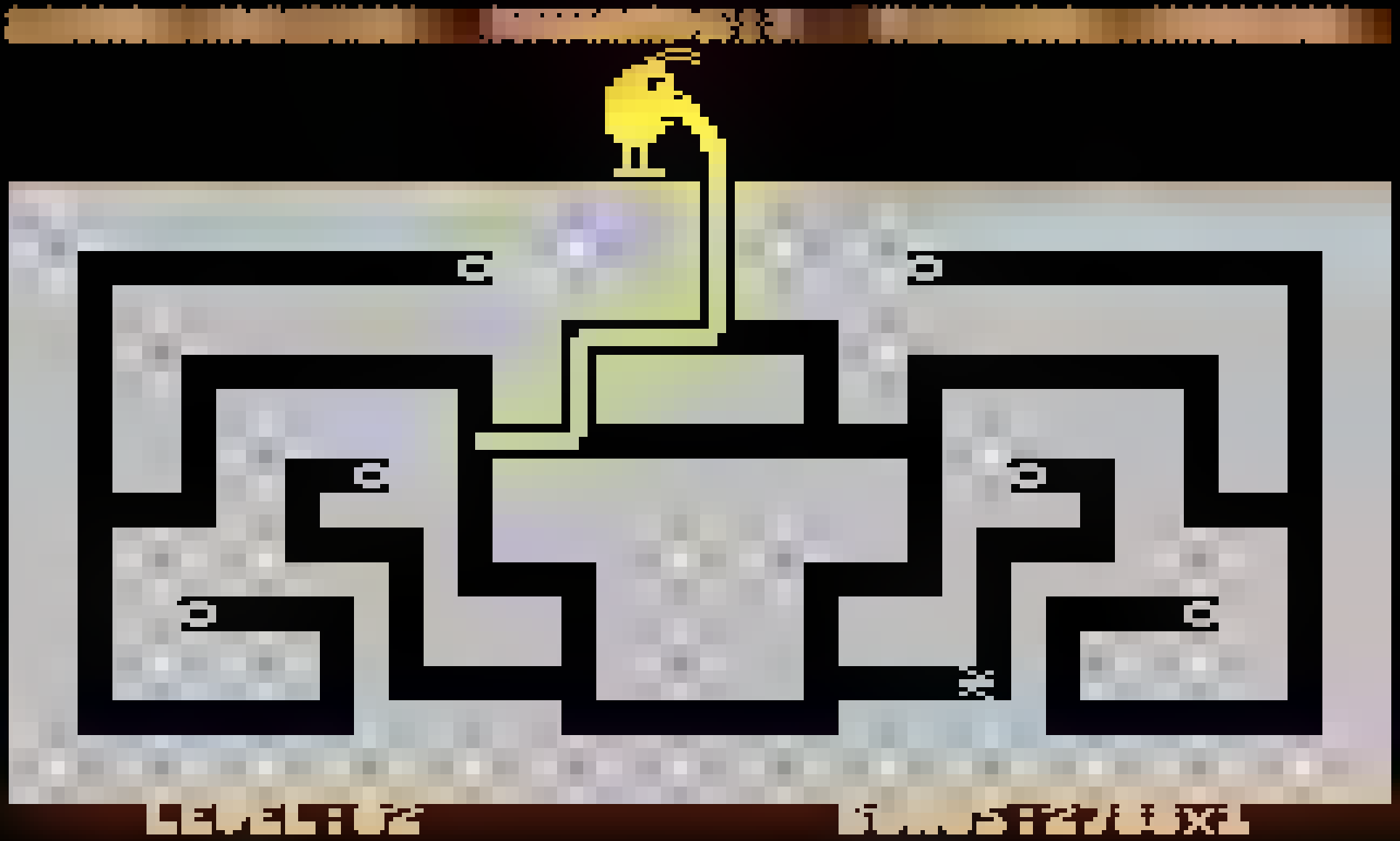
EASY MONEY


GO GO GO!









SCORE:000000 EGGARDS:0 HISCORE:000000

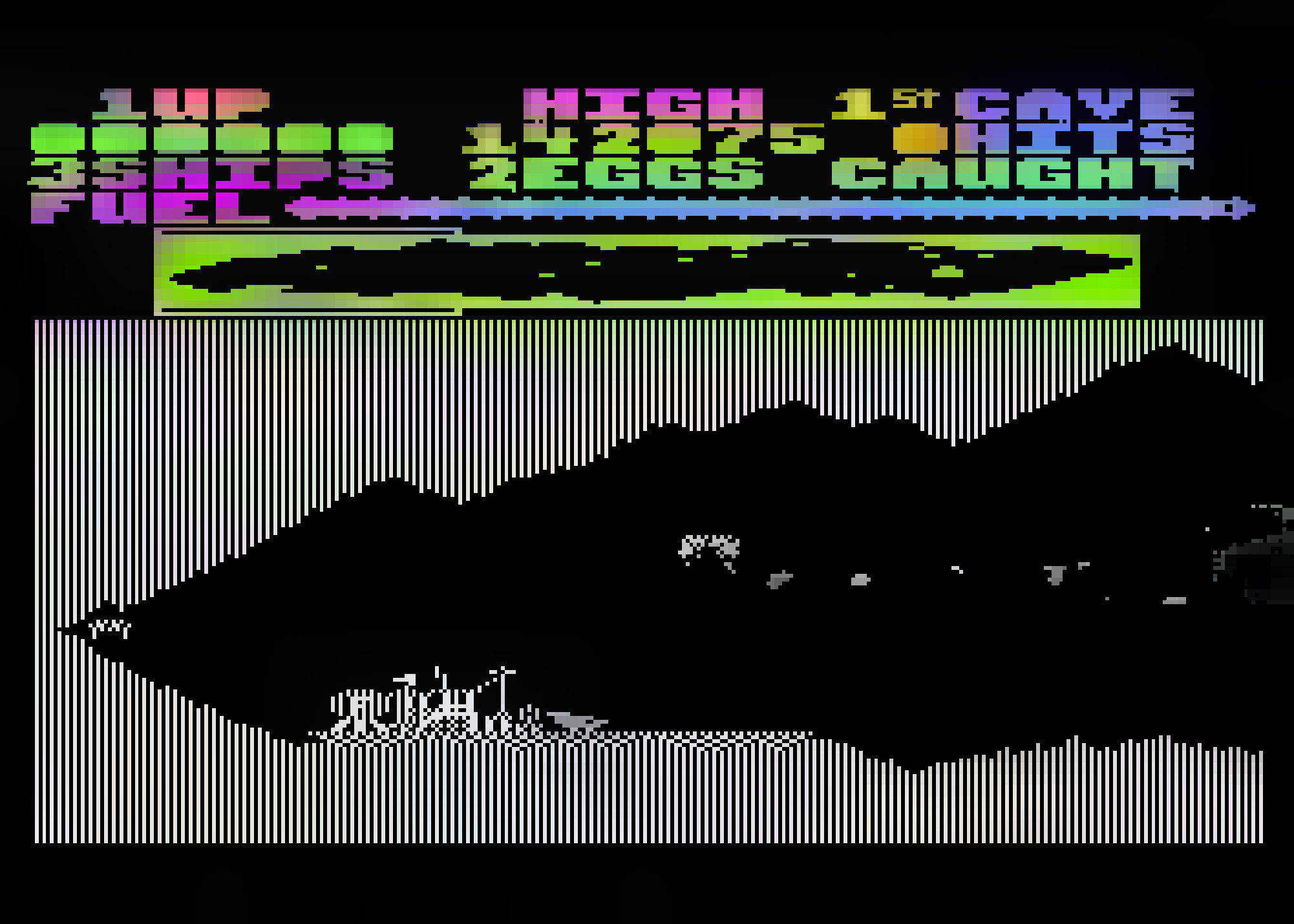
EGGARD

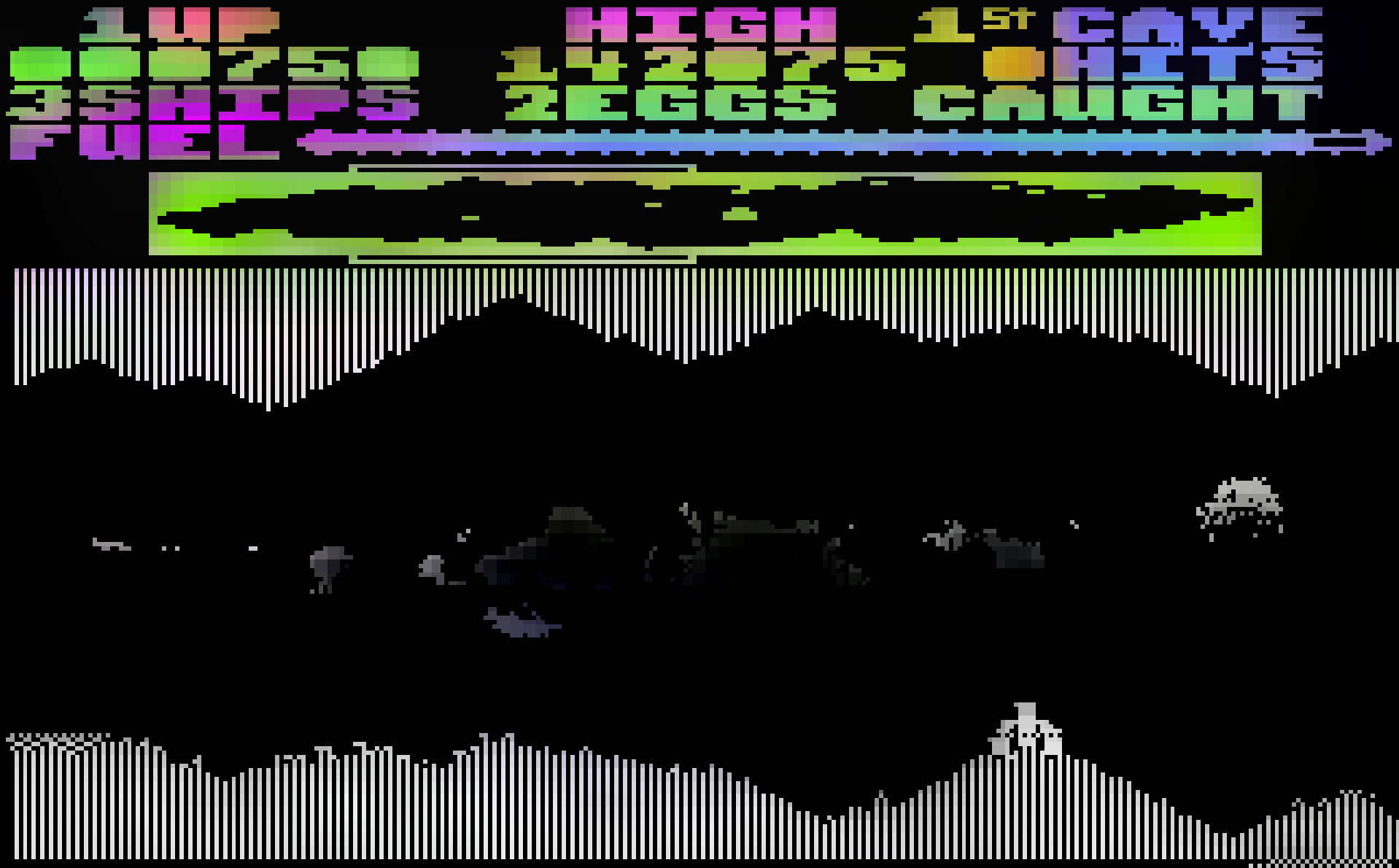
EGGARD JUST LOVE'S EGGS!

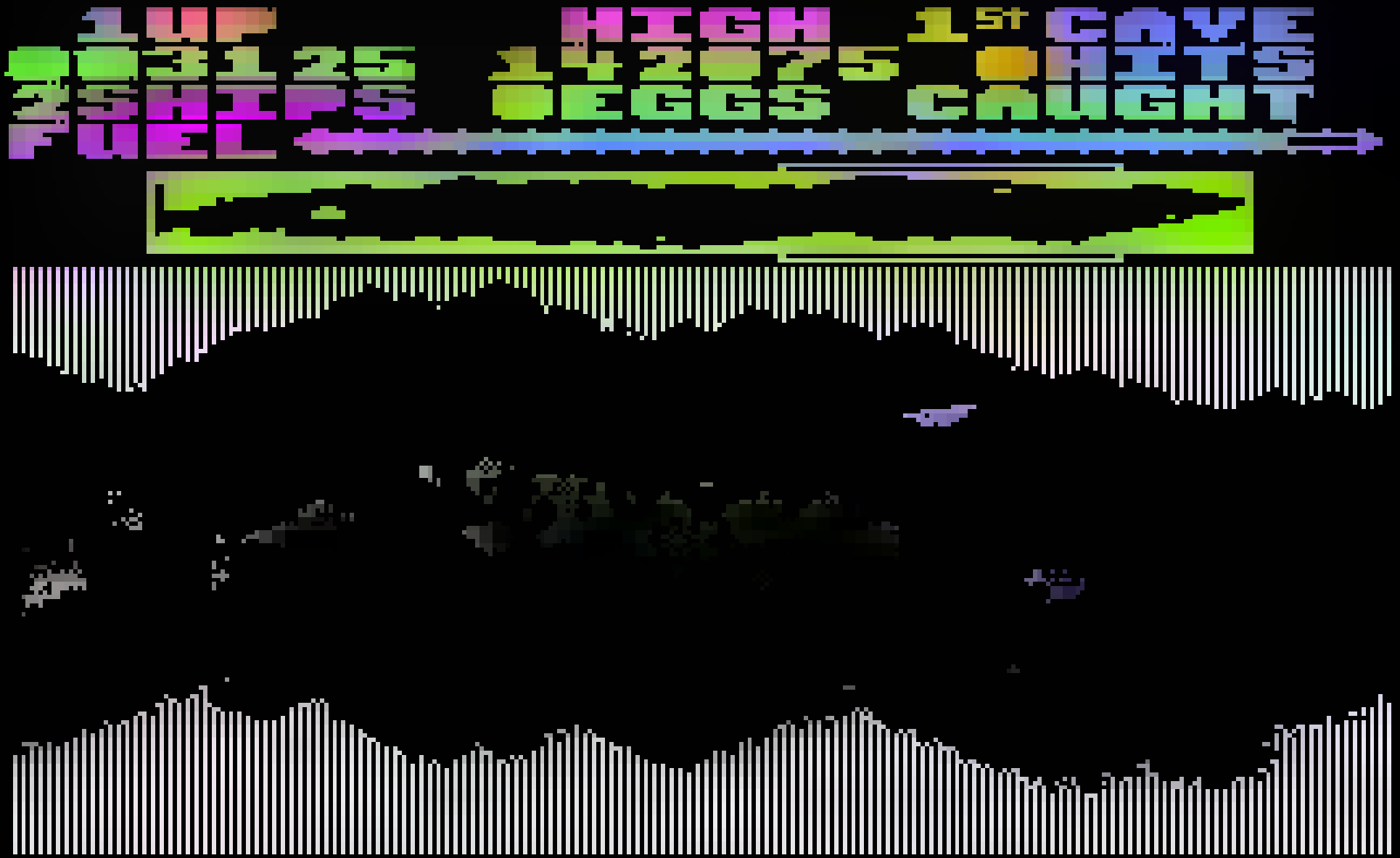
BY. MATS BYSTRÖM

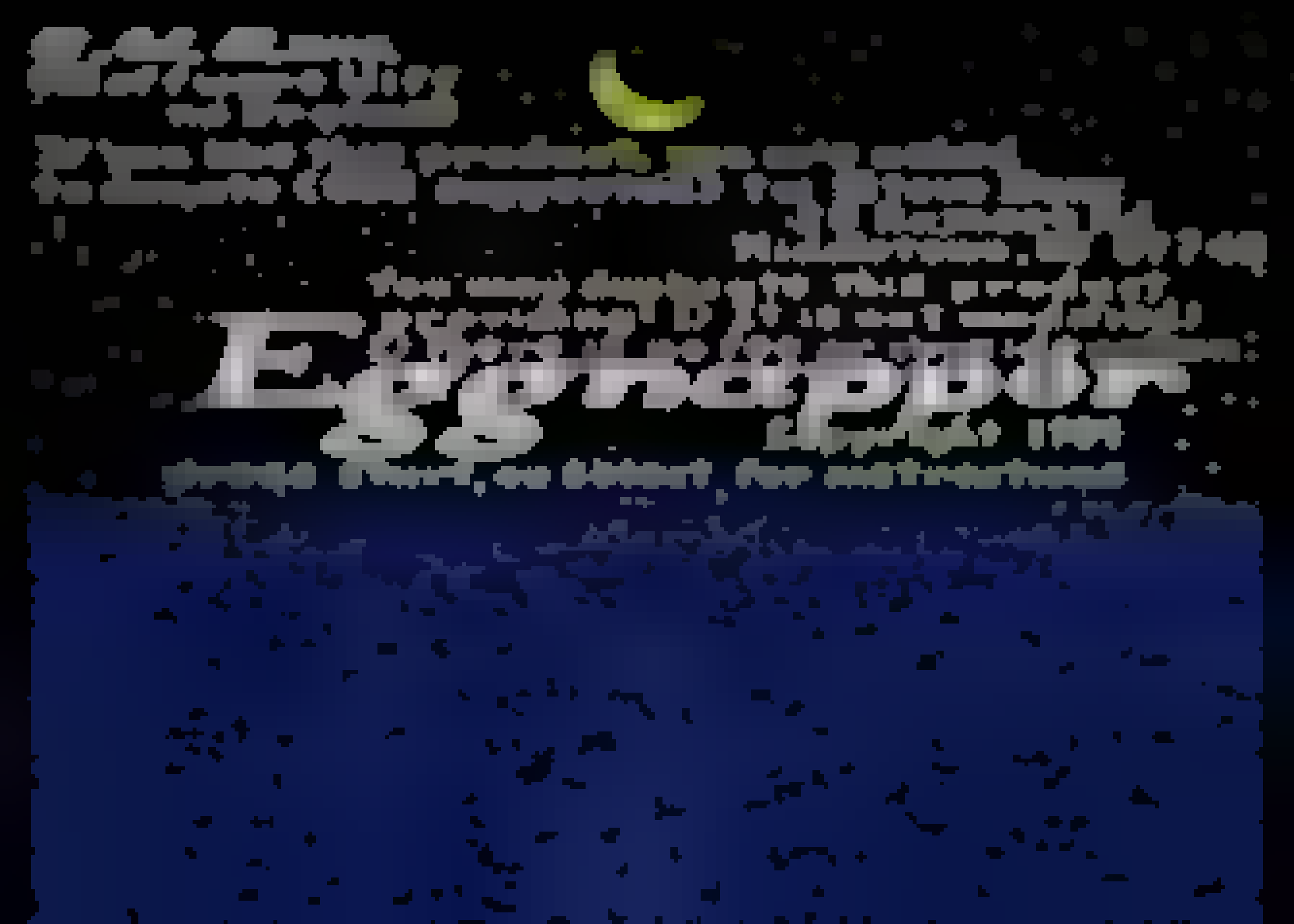


2014 SCANDISOFT


1UP
HIGH
1ST CAVE
3SHIPS
2EGGS CAUGHT
FUEL


1UP
000750
3SHIPS
FUEL
HIGH
142075
2EGGS
1ST
CAVE
0HITS
CAUGHT


1UP
HIGH
1ST CAVE
003125
142075
HITS
SHIPS
EGGS
CAUGHT
FUEL

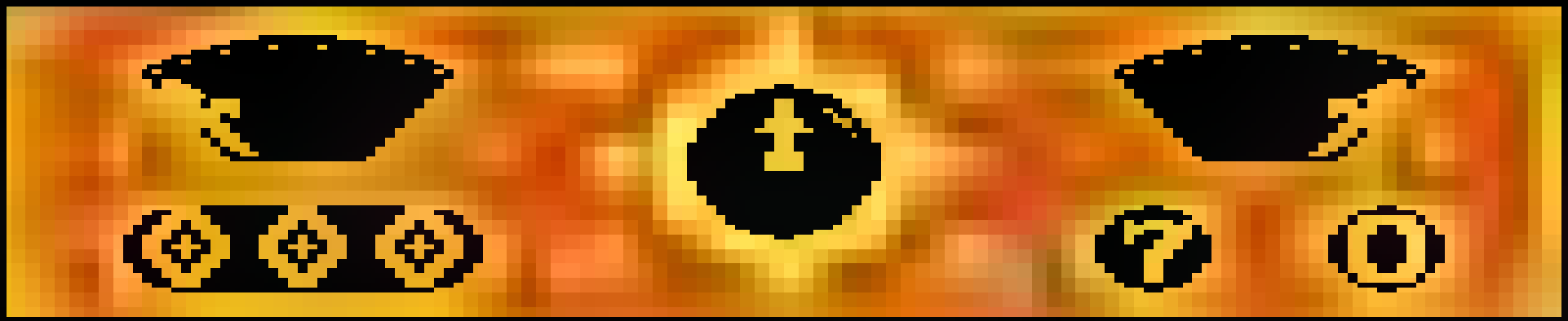

Eggnapper


7
1

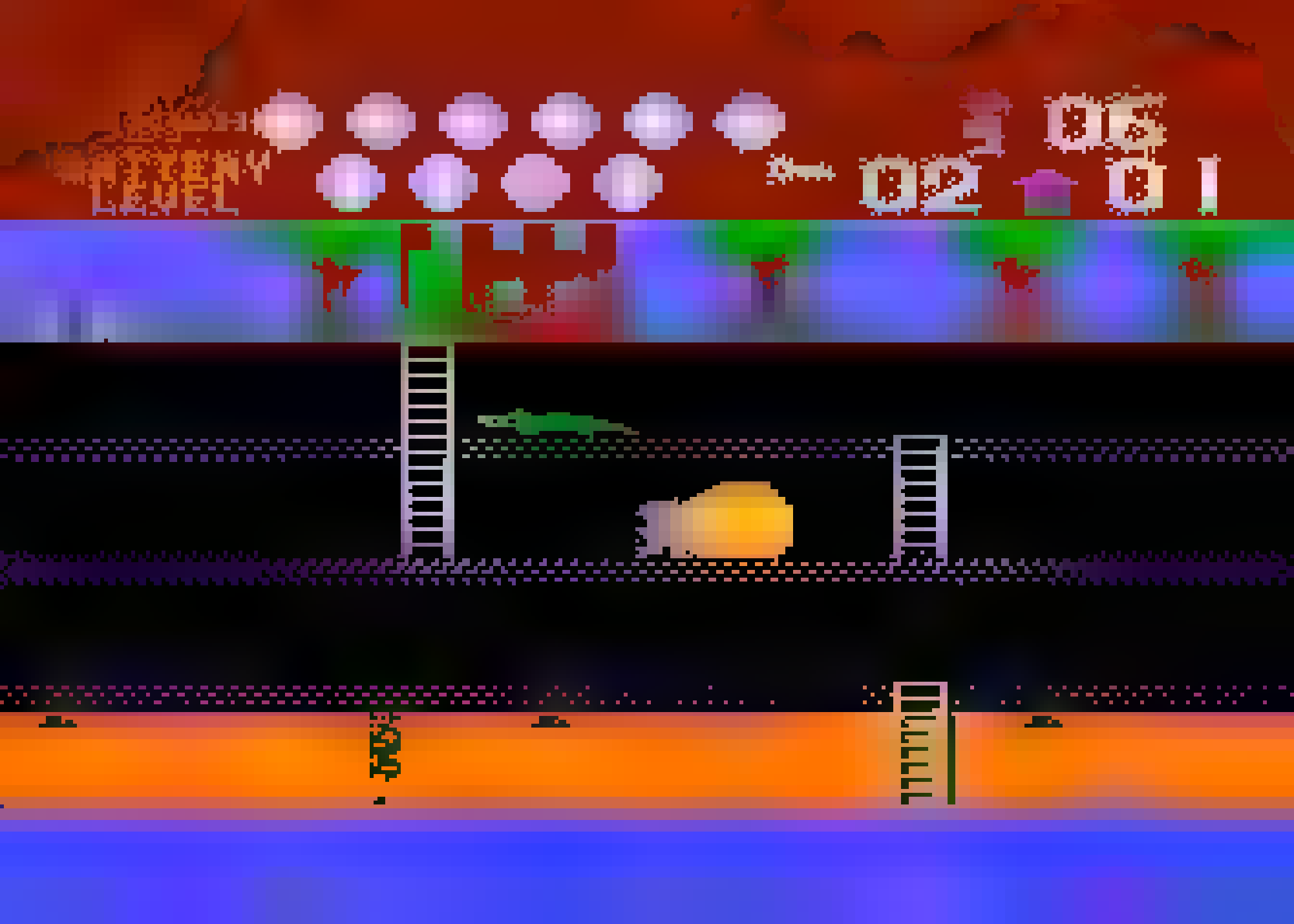

7
1

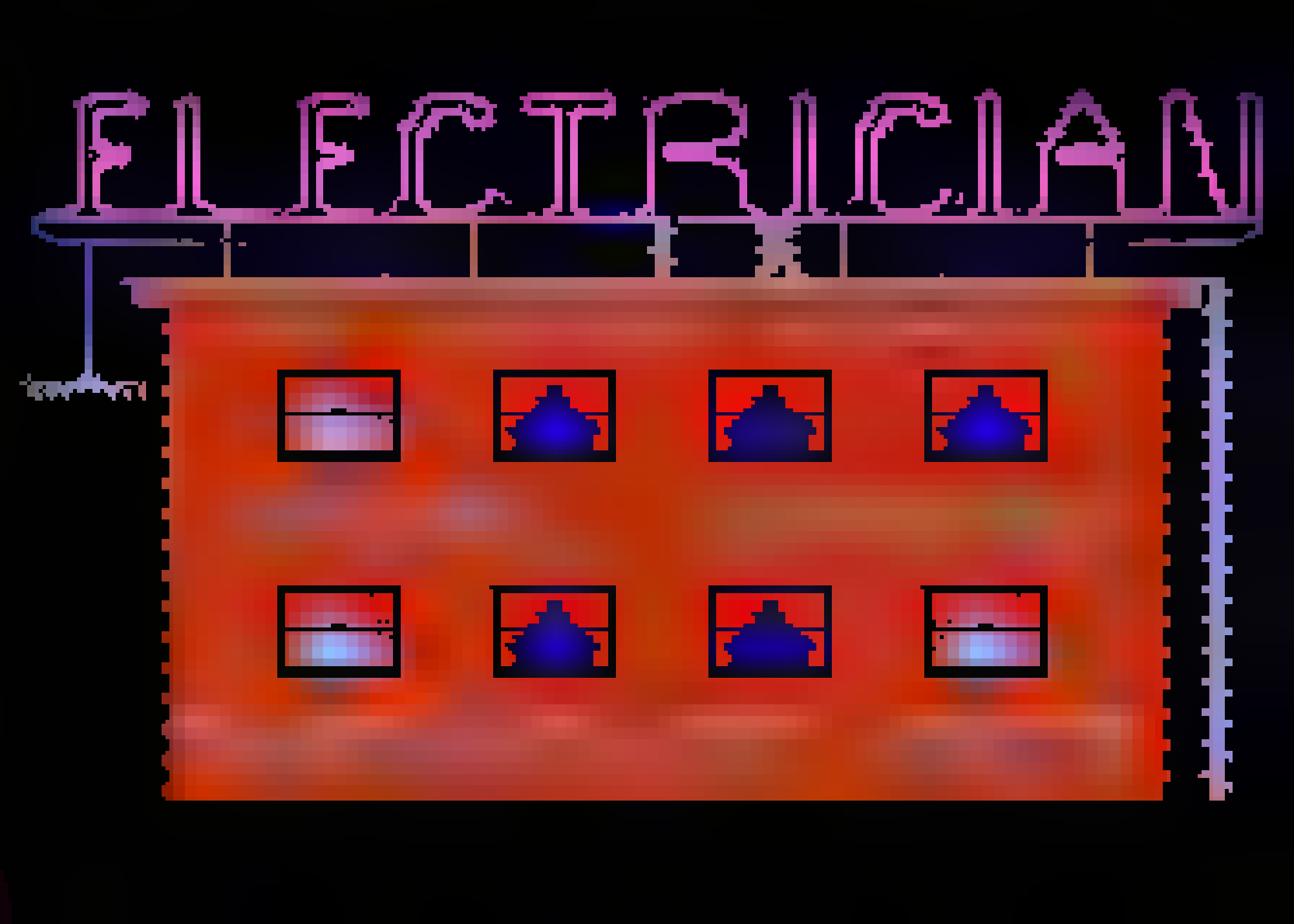
The EIDOLON

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BATTERY
LEVEL


LEVEL
02

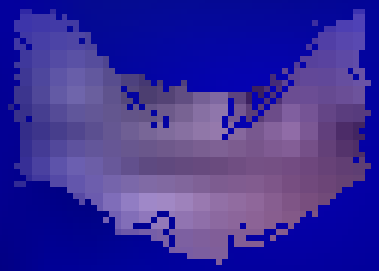

ELECTRICIAN



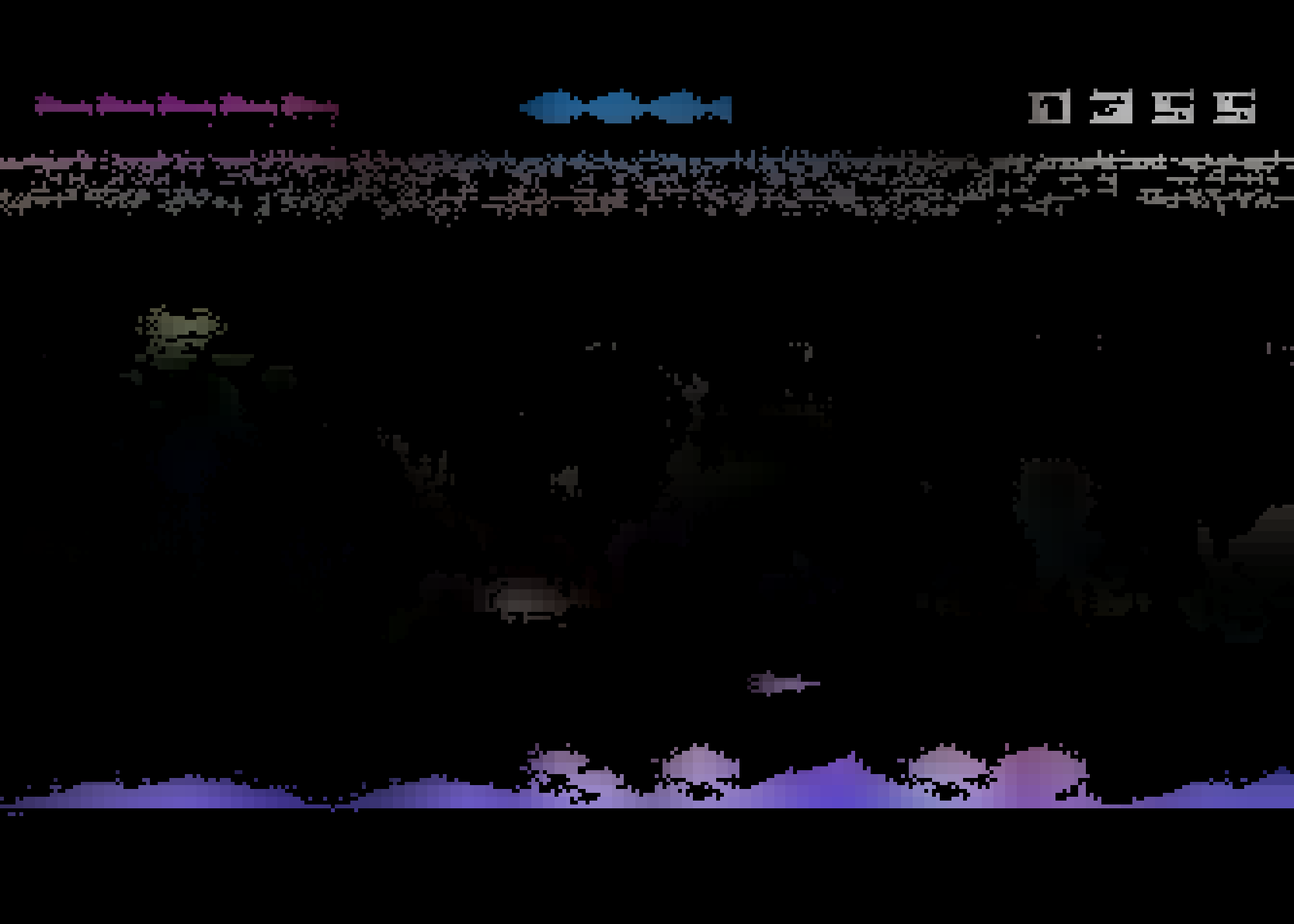
Clear Mine!







THE
ENGLISH SOFTWARE
COMPANY



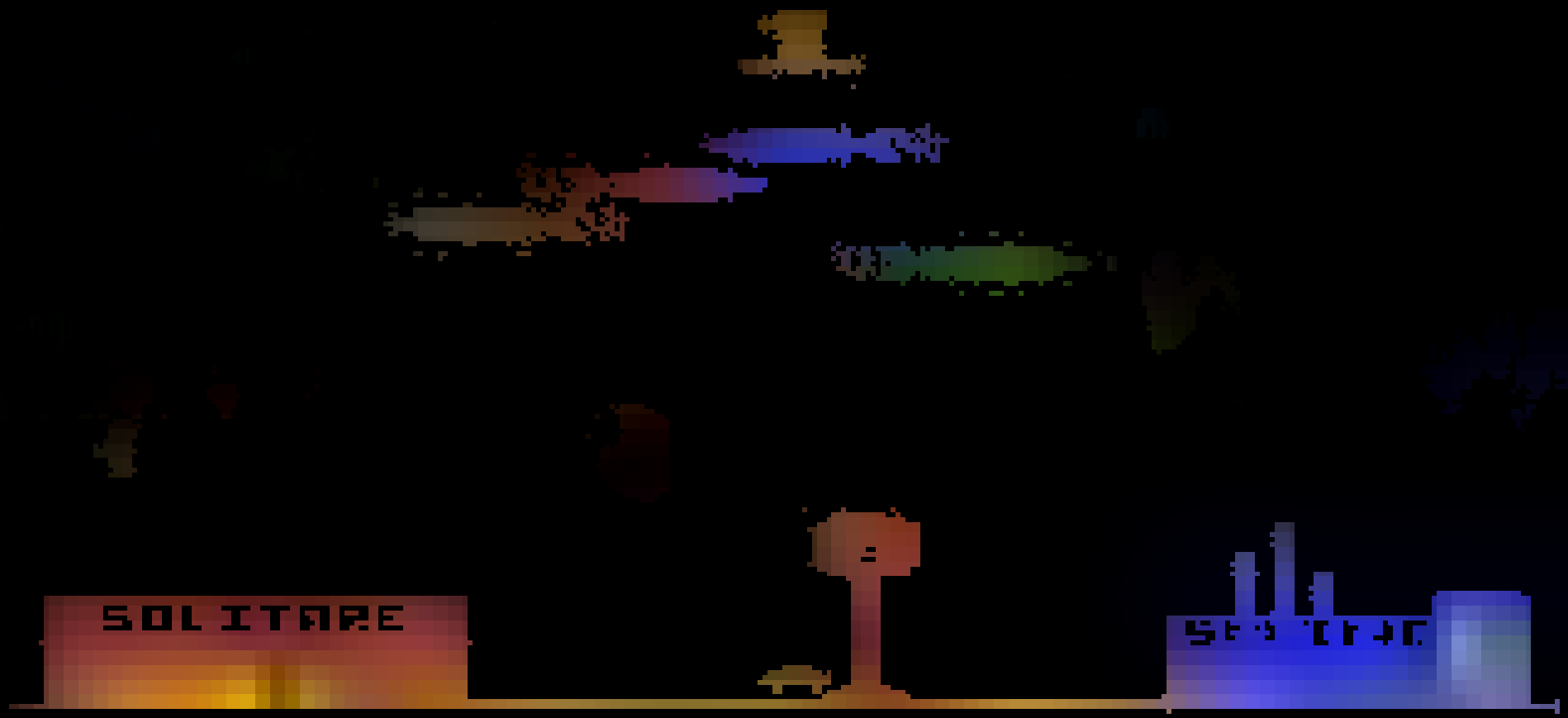
ELIMINATOR

by STEVE COLEMAN

(C) 1988 ADVENTURE INTERNATIONAL
A DIVISION OF SCOTT ADAMS INC

PRESS TRIG TO START


SOLITARE
SM.INC
SCORE
0000800
CARGO
08
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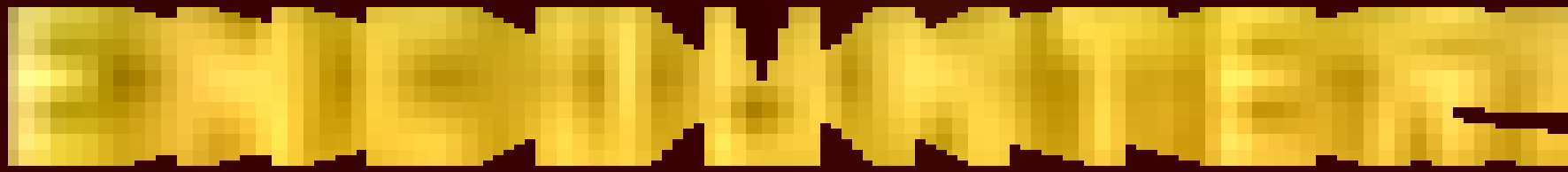


EMBARGO

J. HOOPER, SOLITARE GROUP COPYRIGHT 19







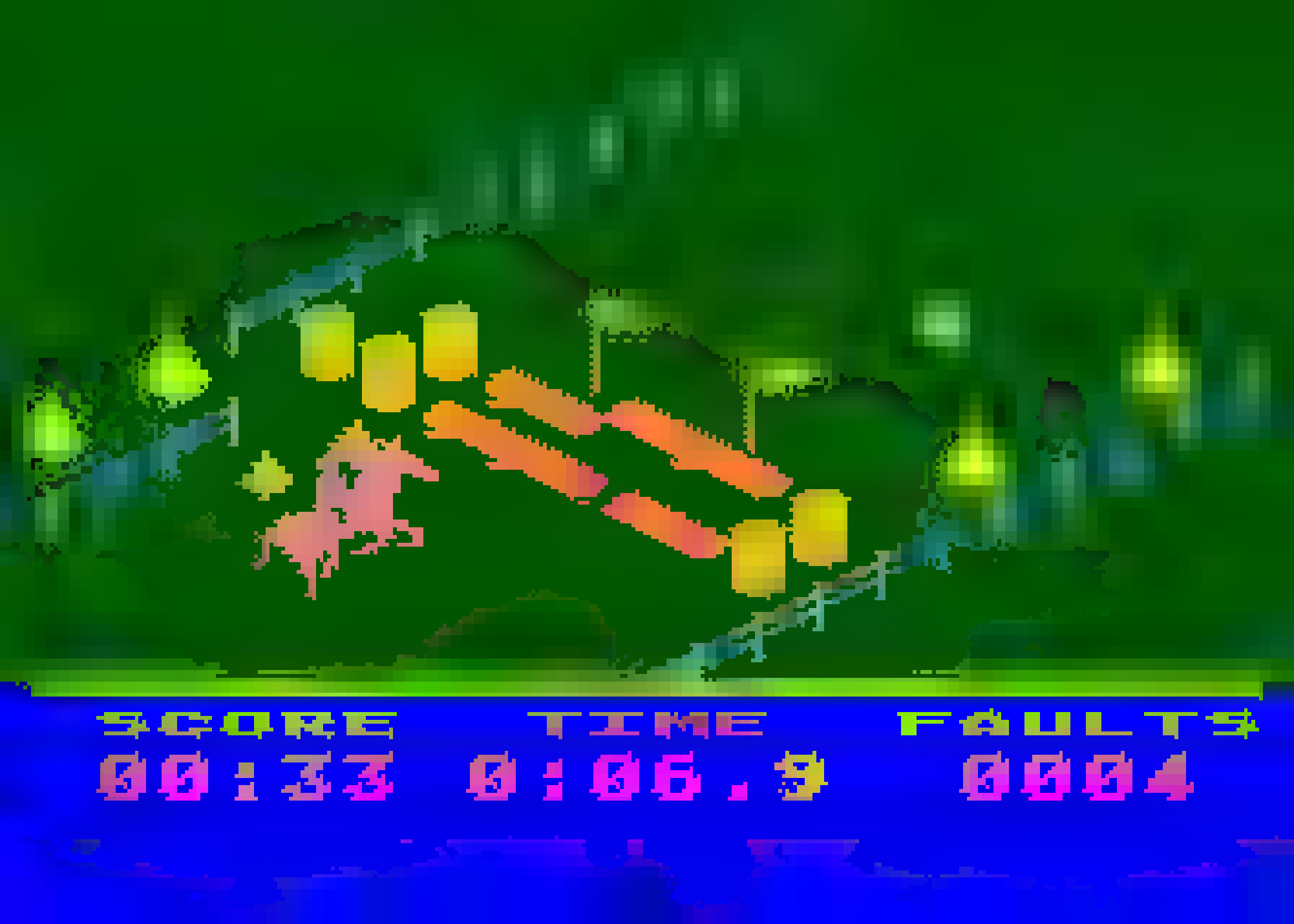
SCORE.....0000000

LAST SCORE...0000000

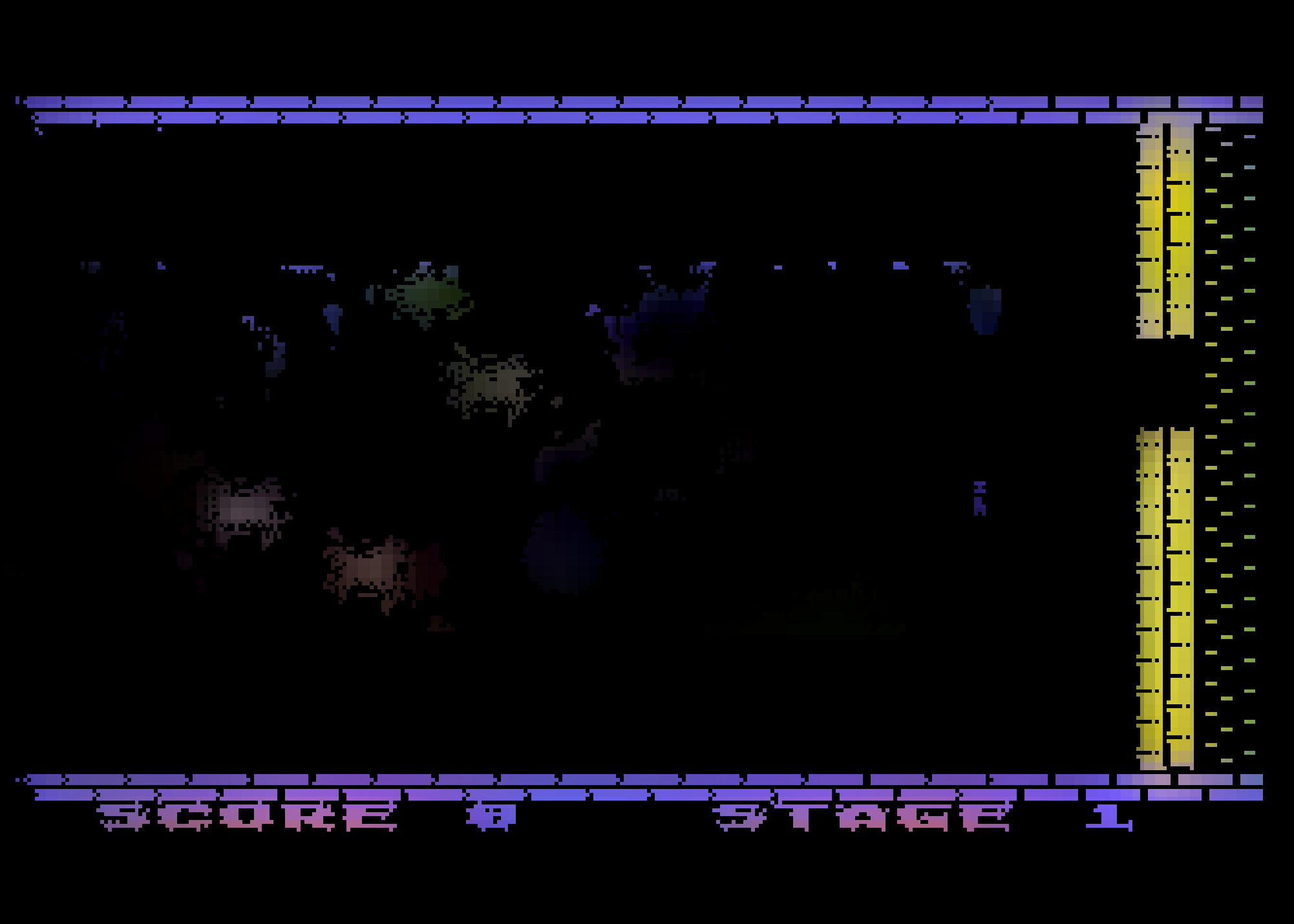
HIGH SCORE...0000000

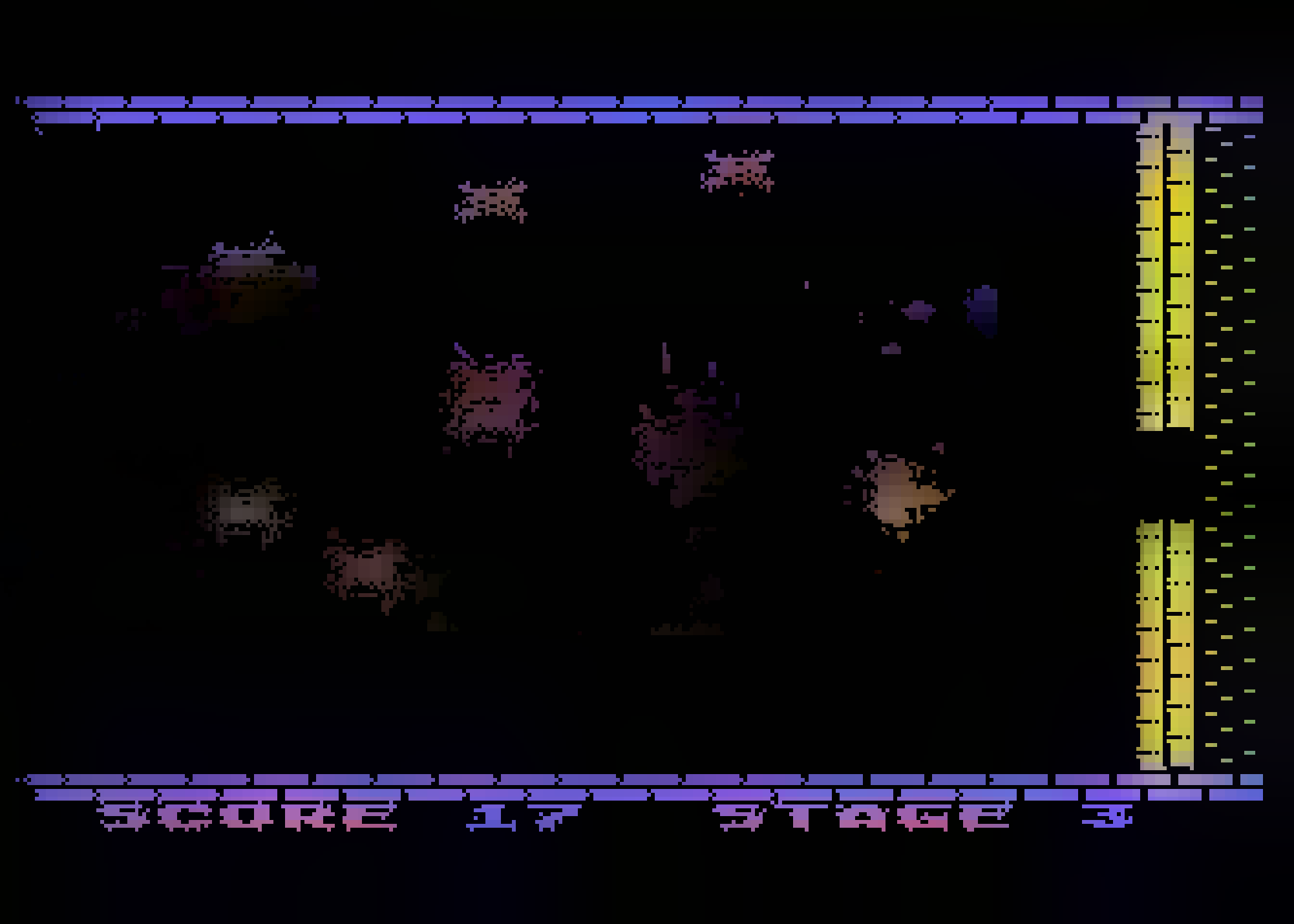
OPTION NOVICE

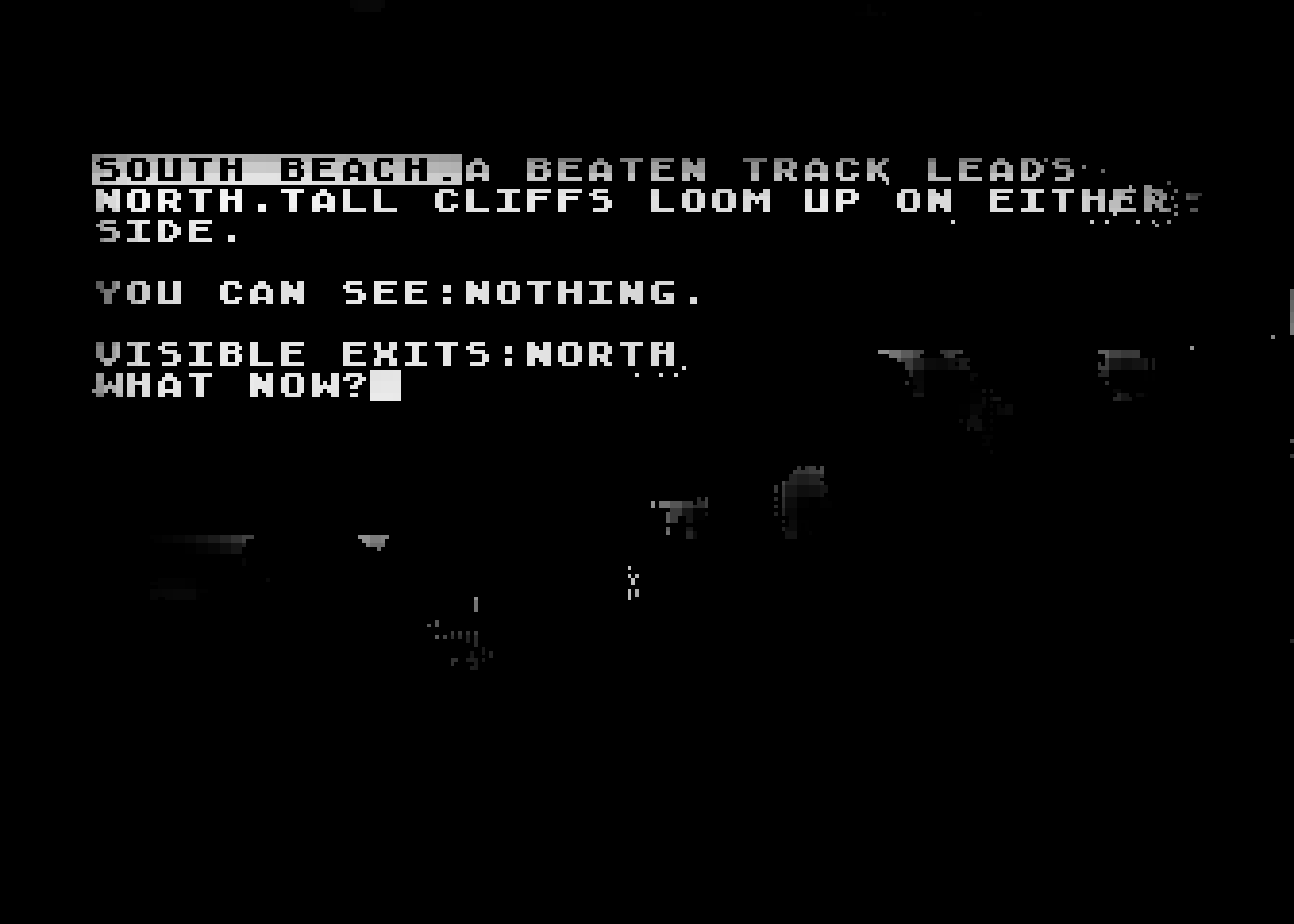
START BEGIN GAME

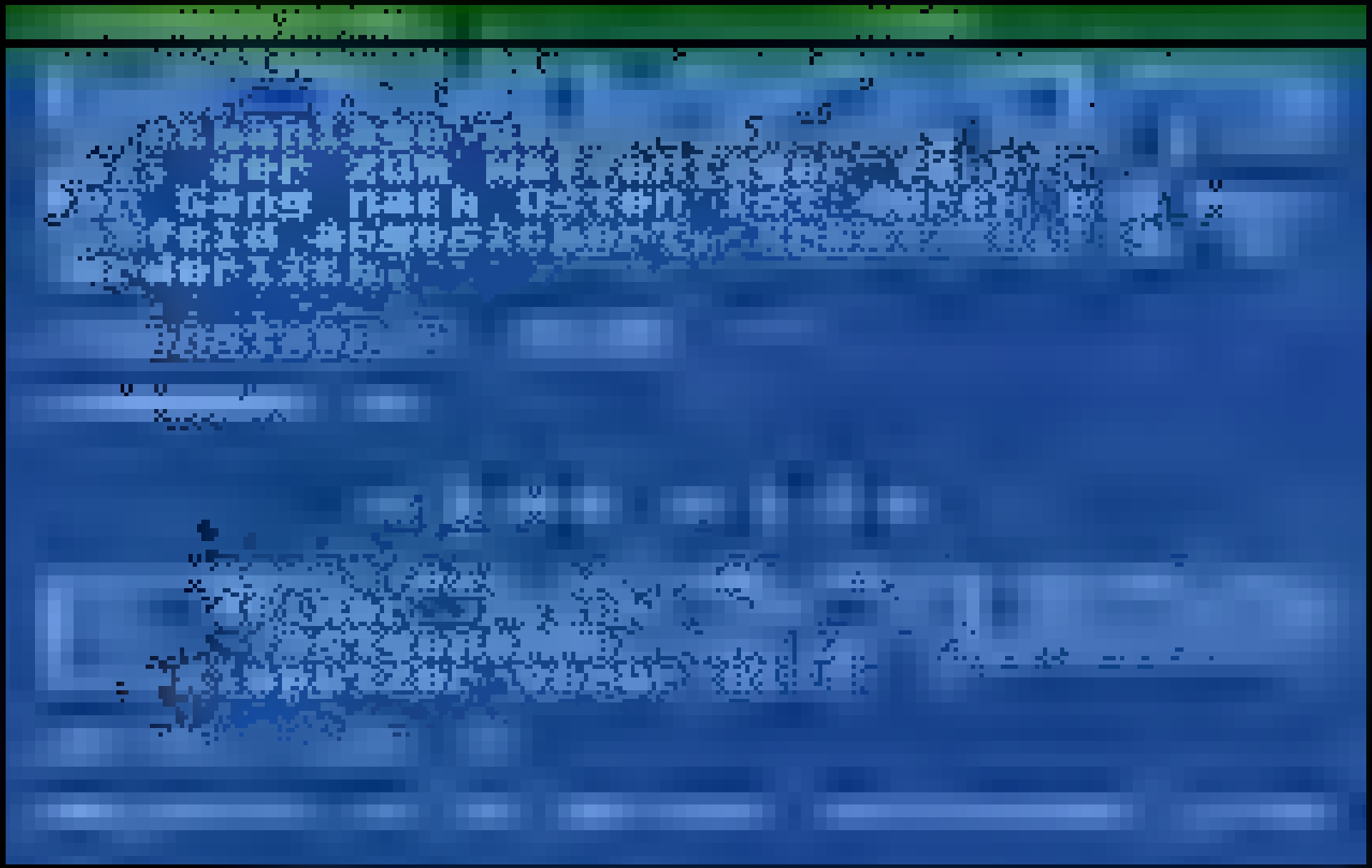

SCORE
TIME
FAULTS
00:33
0:06.9
0004

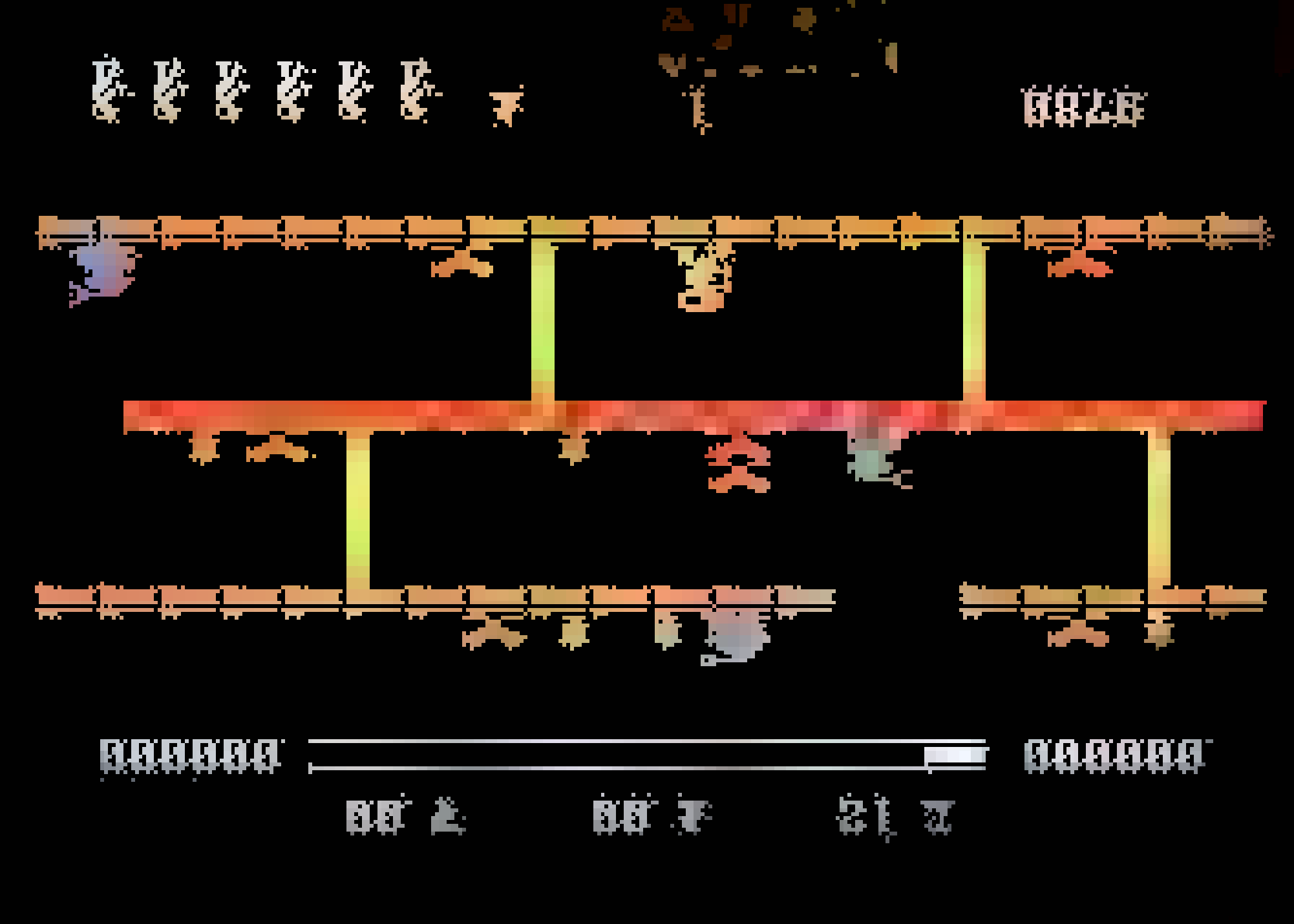

A.P. CASPER
PRESENTS
EQUESTRIAN
COPYRIGHT 1982
SELECT OPTION
HORSE 1 COURSE 2
PRESS START TO BEGIN

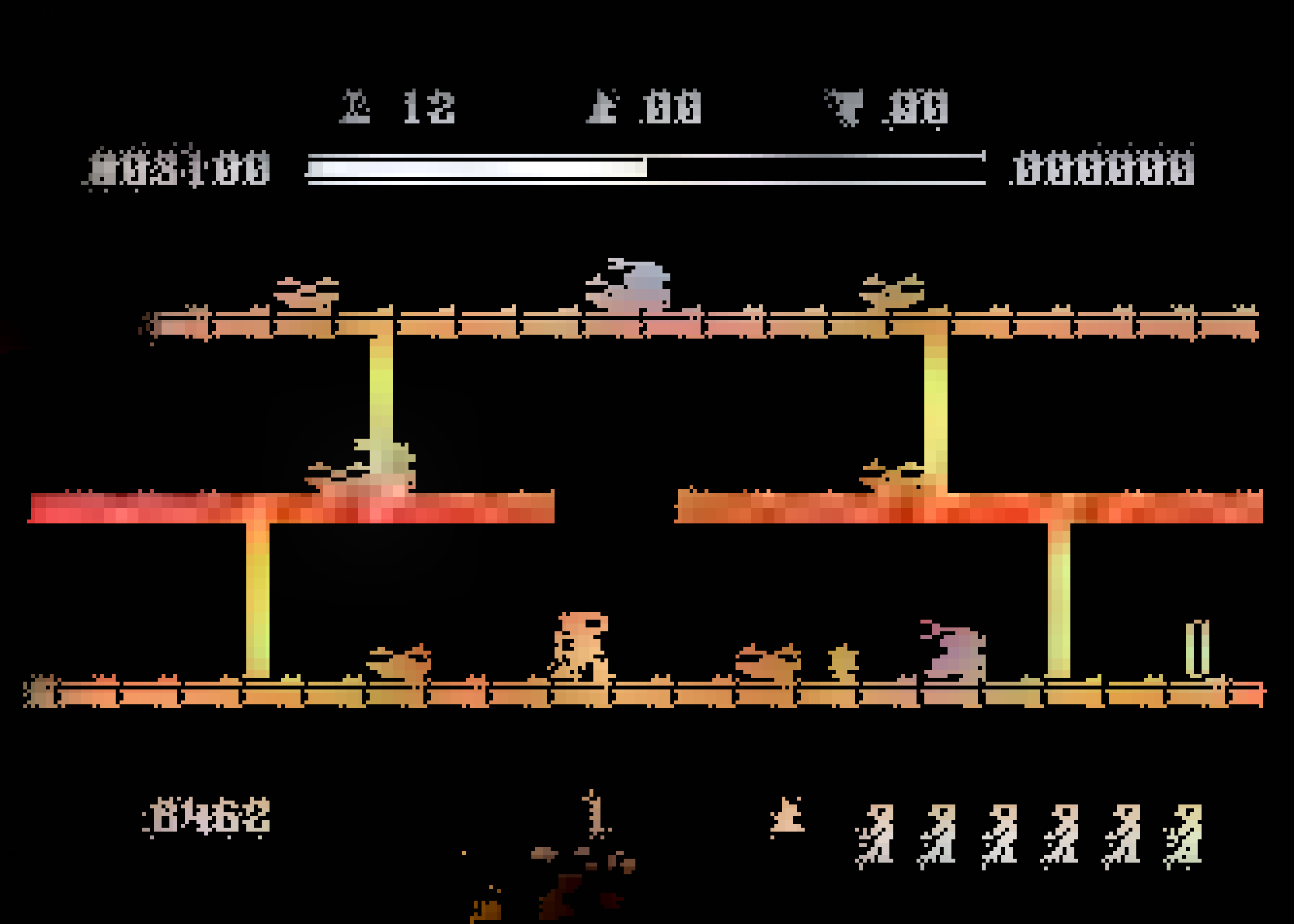

SCORE 0
STAGE 1


SCORE 1P STAGE 3


SOUTH BEACH.A BEATEN TRACK LEADS
NORTH.TALL CLIFFS LOOM UP ON EITHER
SIDE.
YOU CAN SEE:NOTHING.
VISIBLE EXITS:NORTH
WHAT NOW?








12
00
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6951





TITLE - C8

By Don Rigby

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Red Rat Software

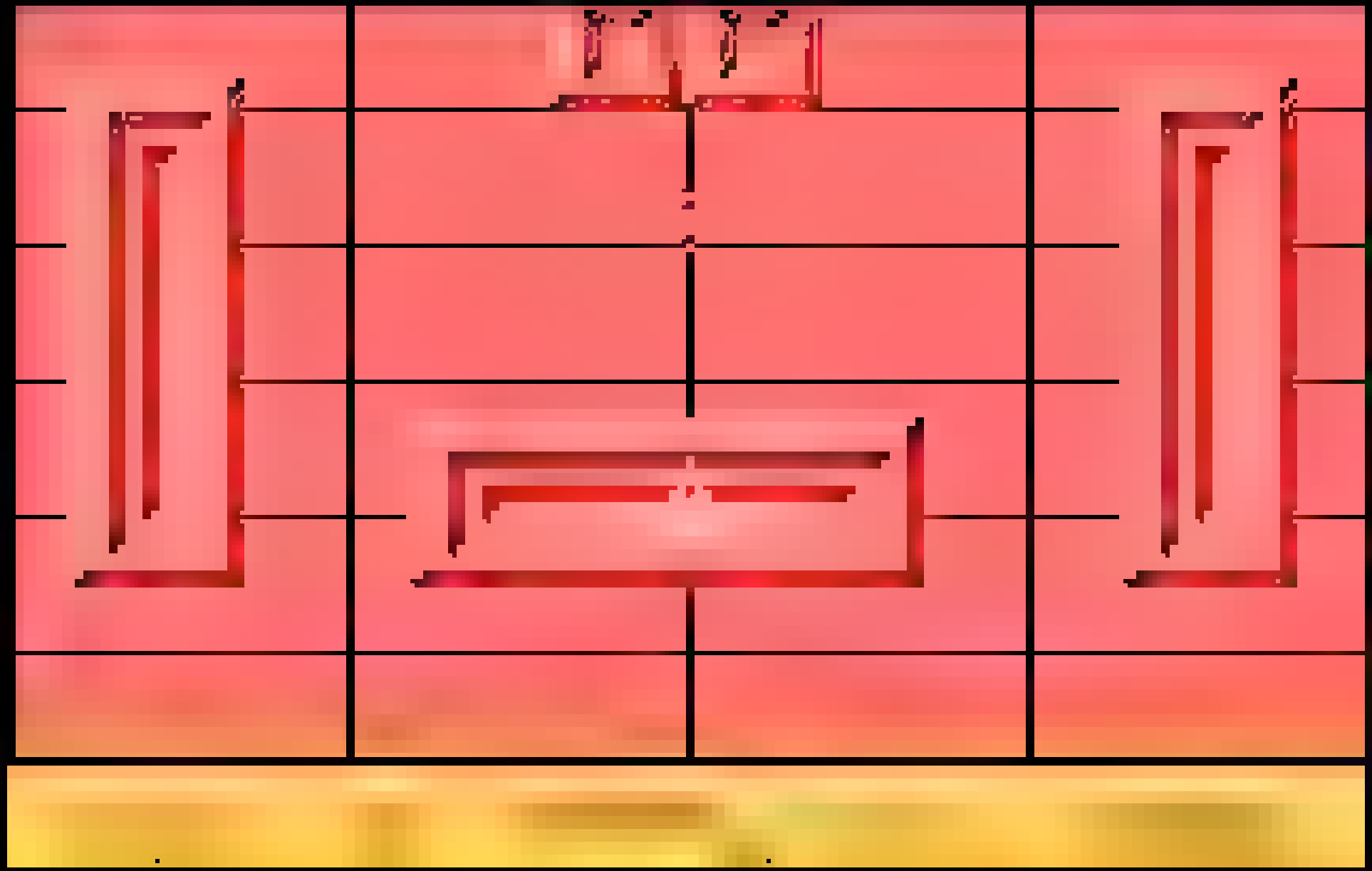

ESCAPE
WRITTEN BY G. RYAN

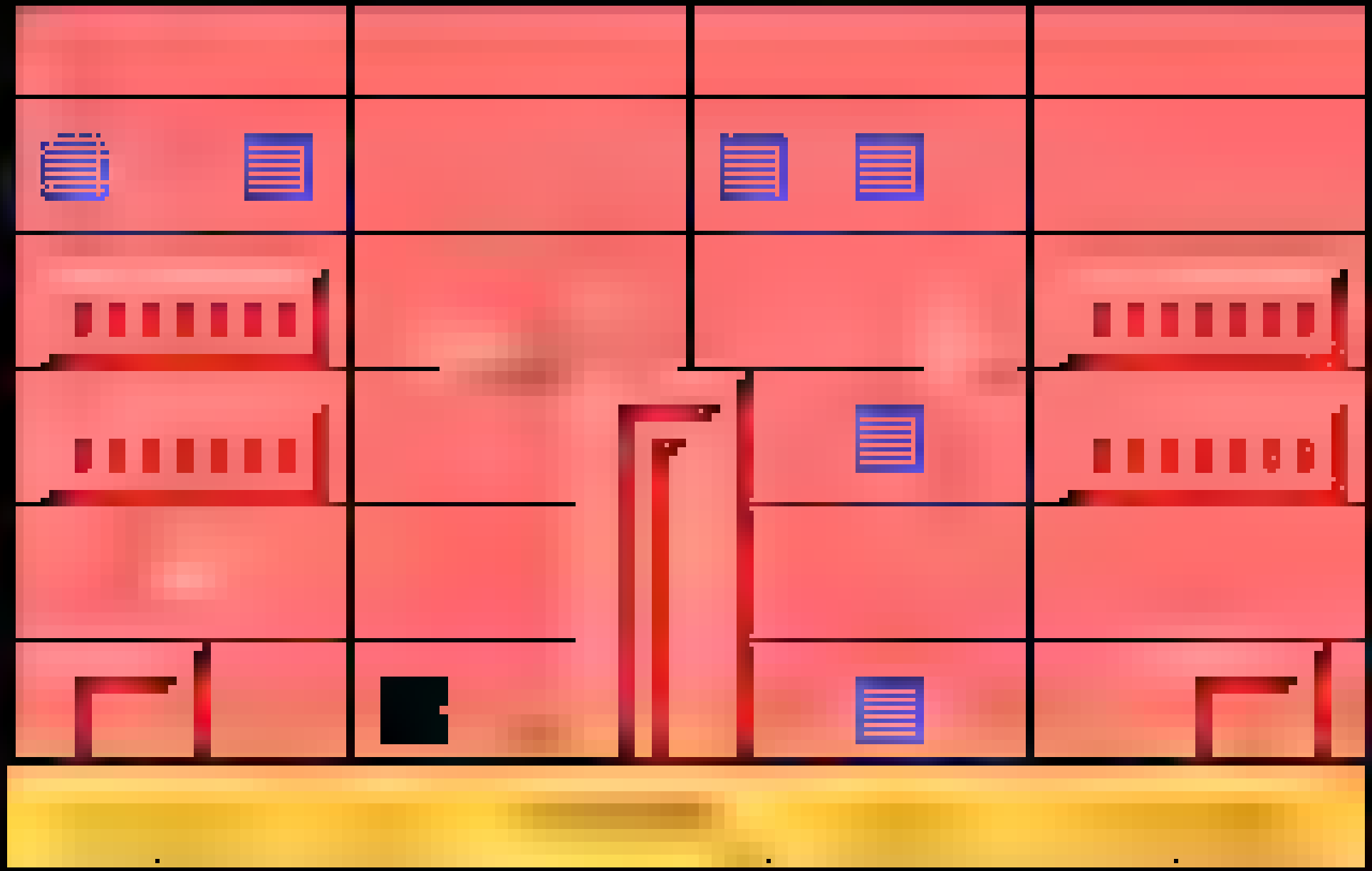


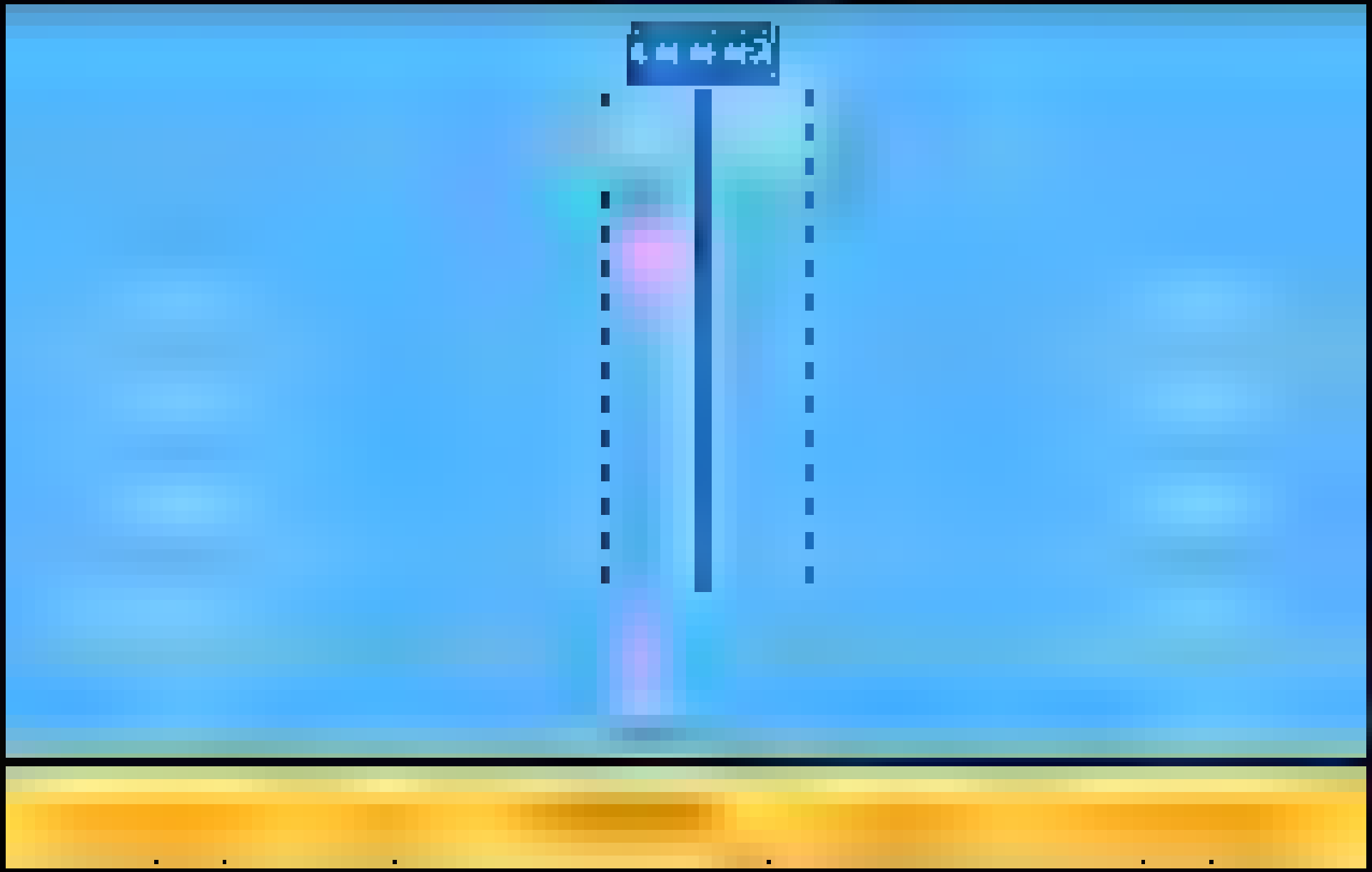


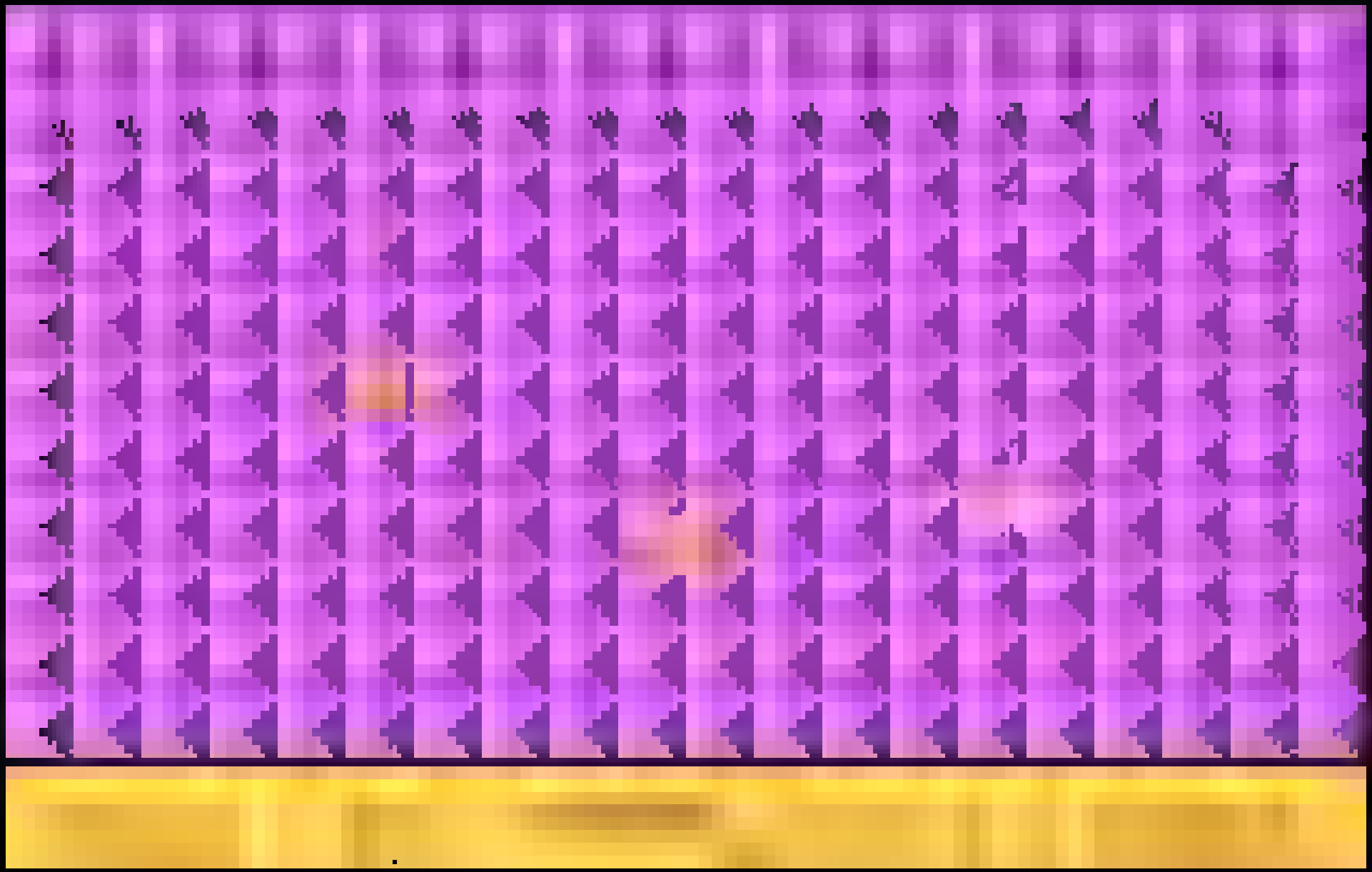
ESCAPER












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PRESENTS
ESPIAL
COPYRIGHT


LIVES
3
SCORE
000000
LEVEL
01
FUEL


RUBBER CONSTRUCTION SET
(C) 1986 REEVE SOFTWARE

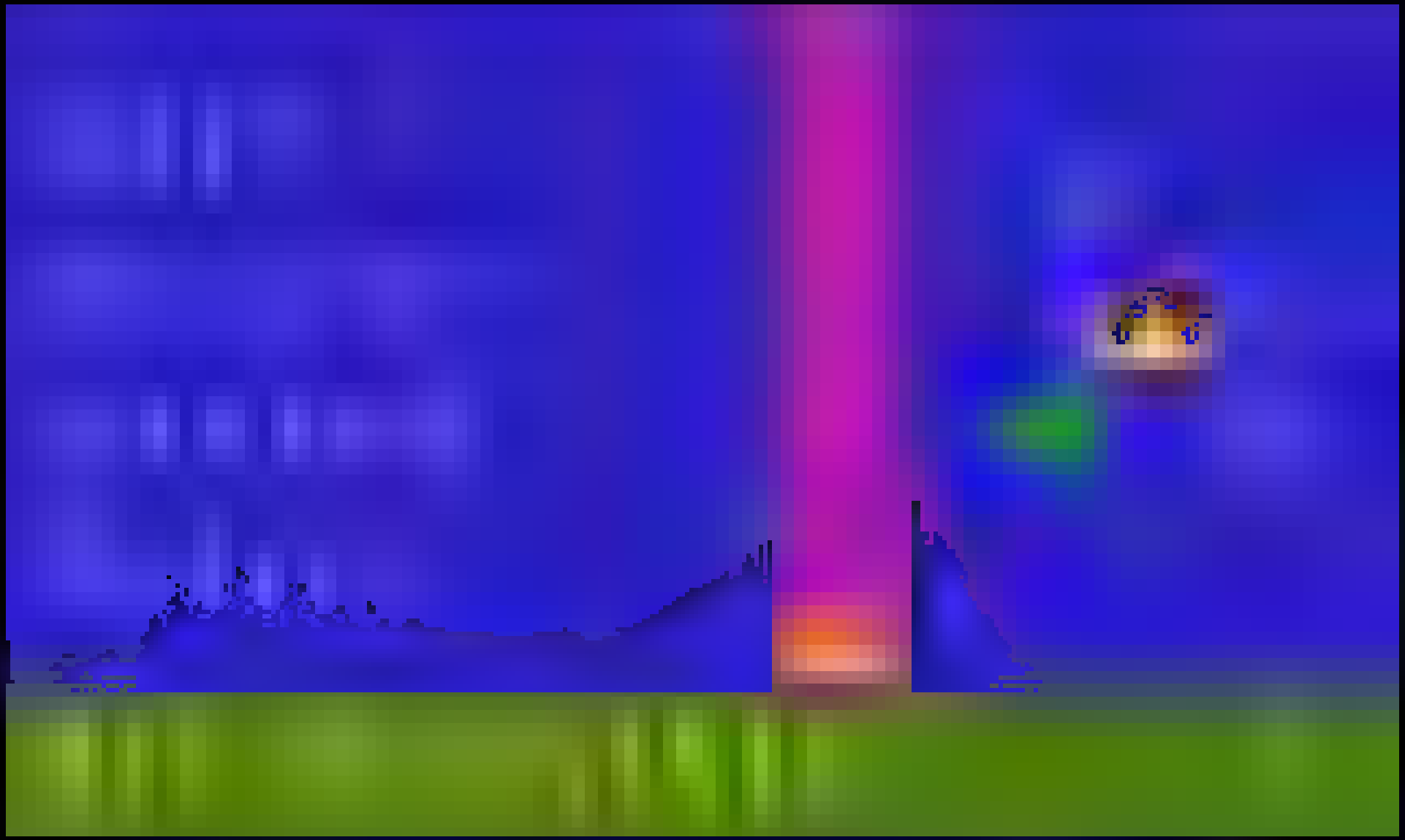
EVADER CONSTRUCTION SET

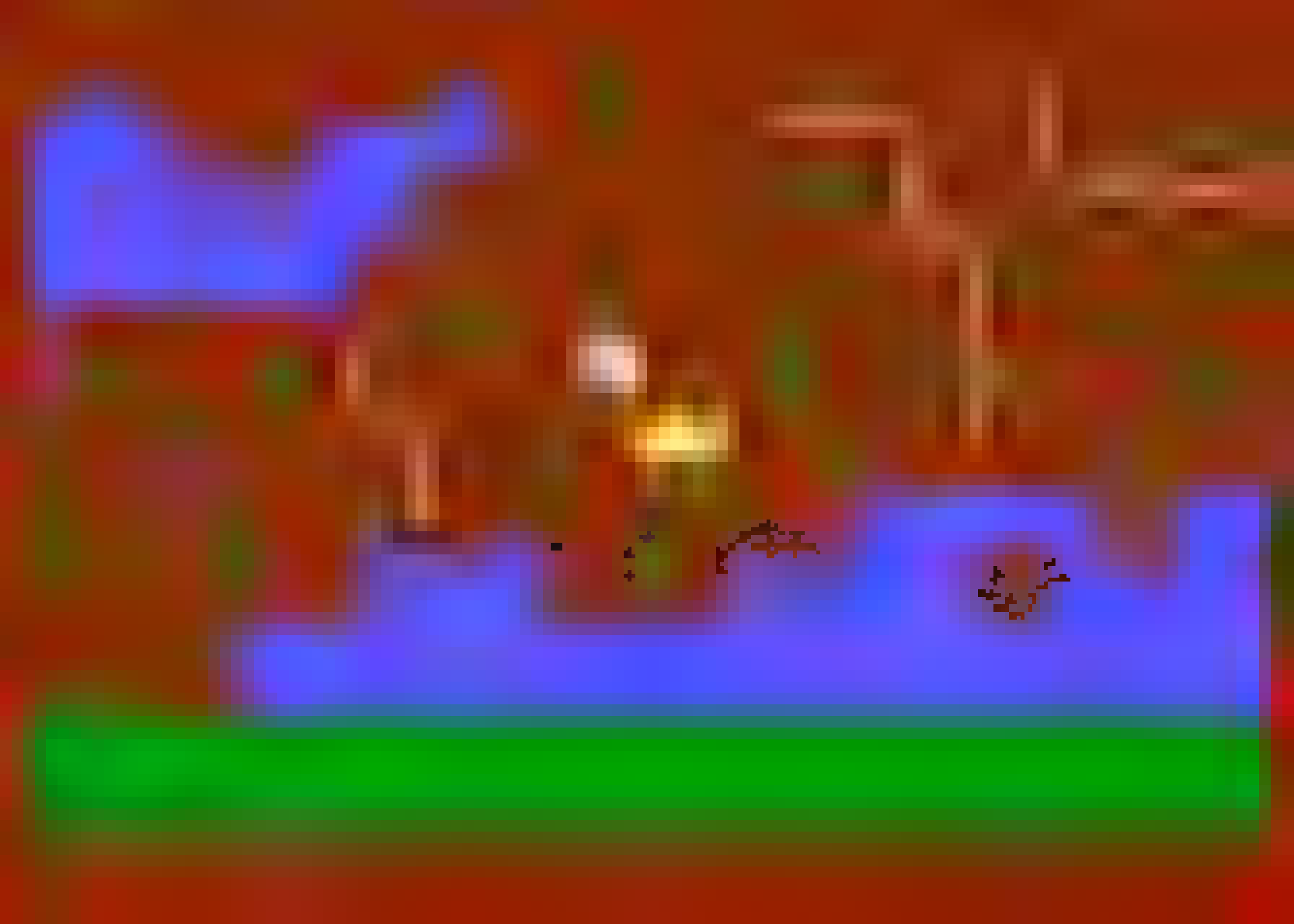
by Matt Reeve

(C) 1986 REEVE SOFTWARE

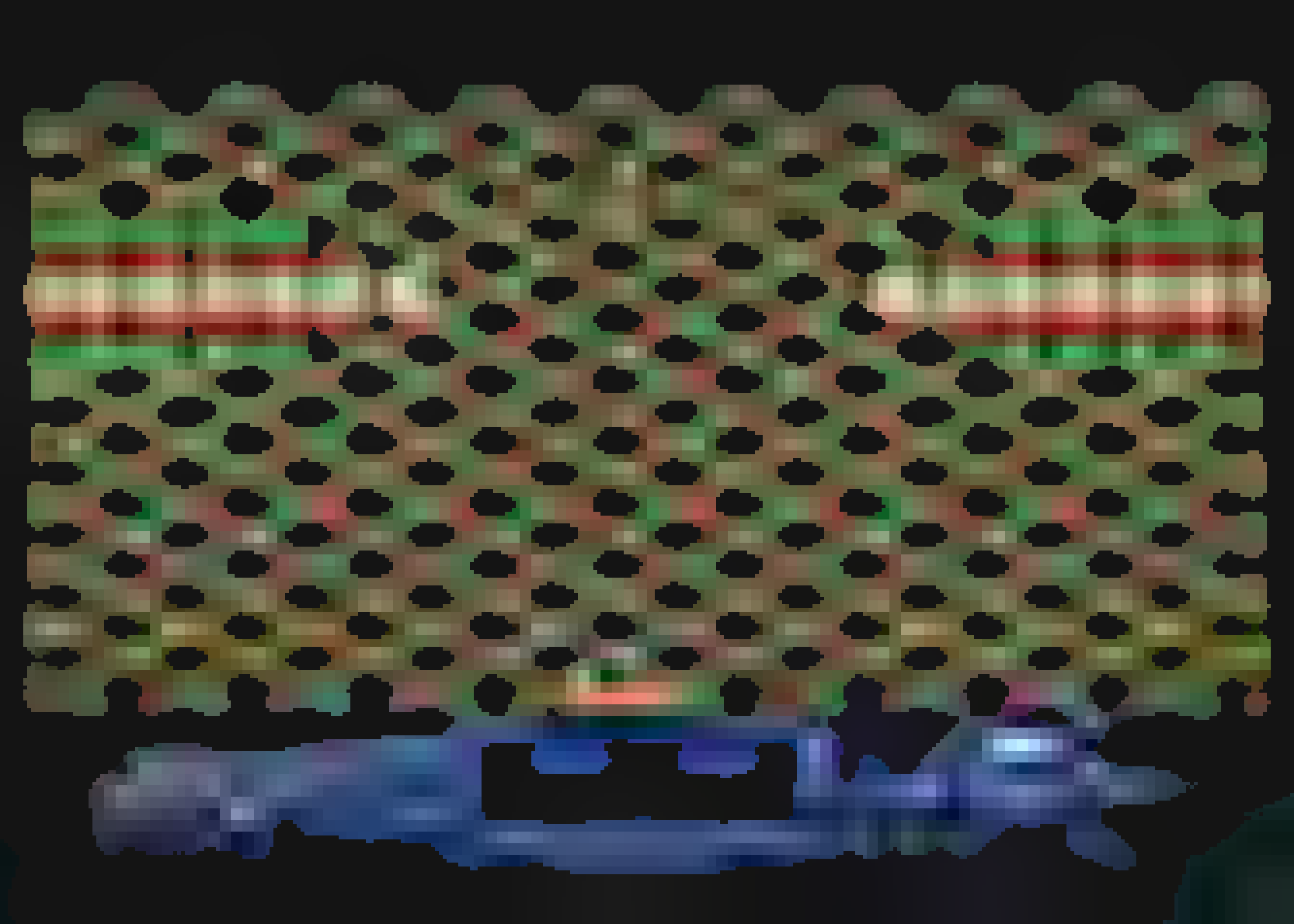
PRESS START TO CONSTRUCT LEVELS

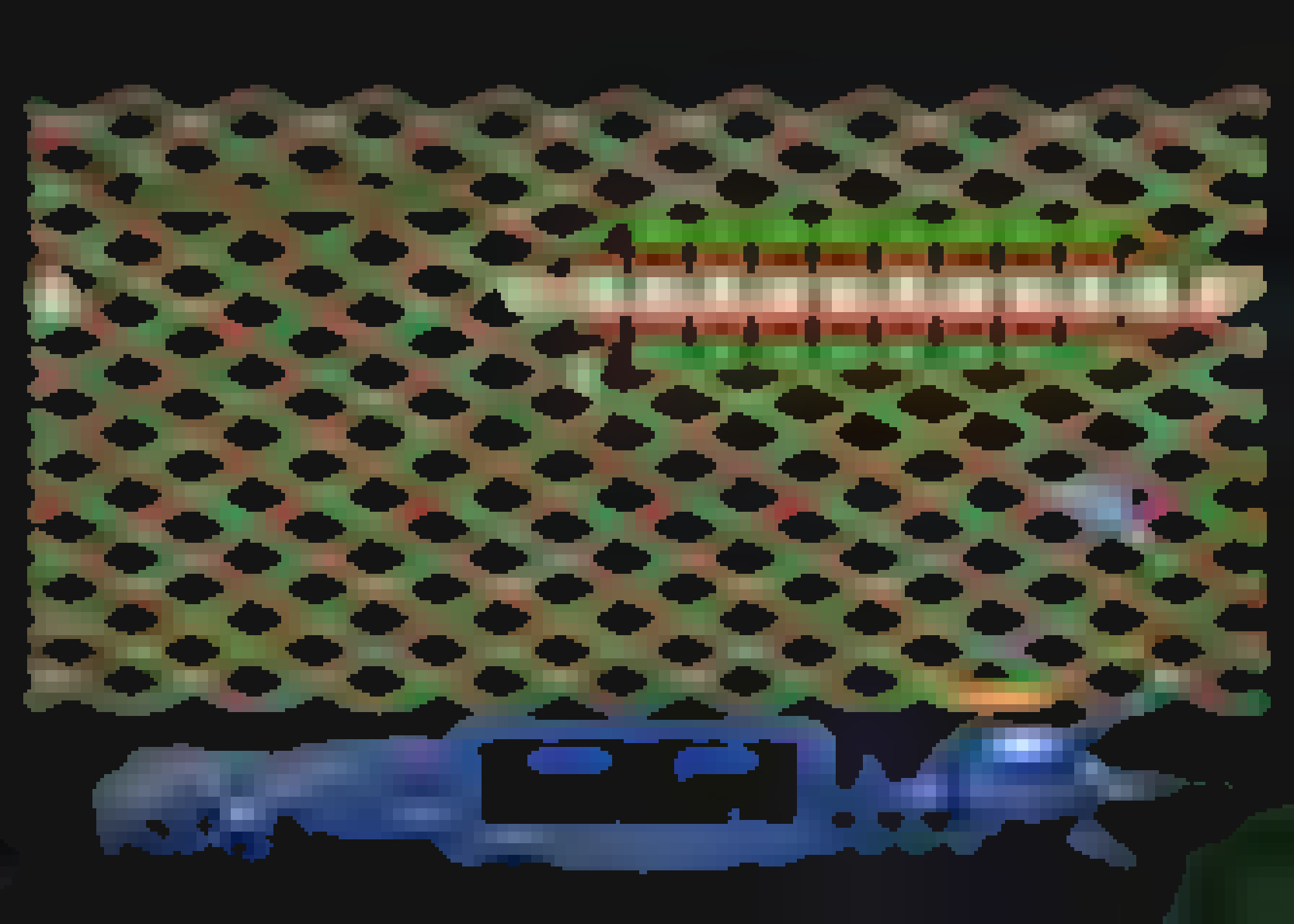

LIVES
0
000000
LEVEL
01
(C) 1986
A.F REEVE













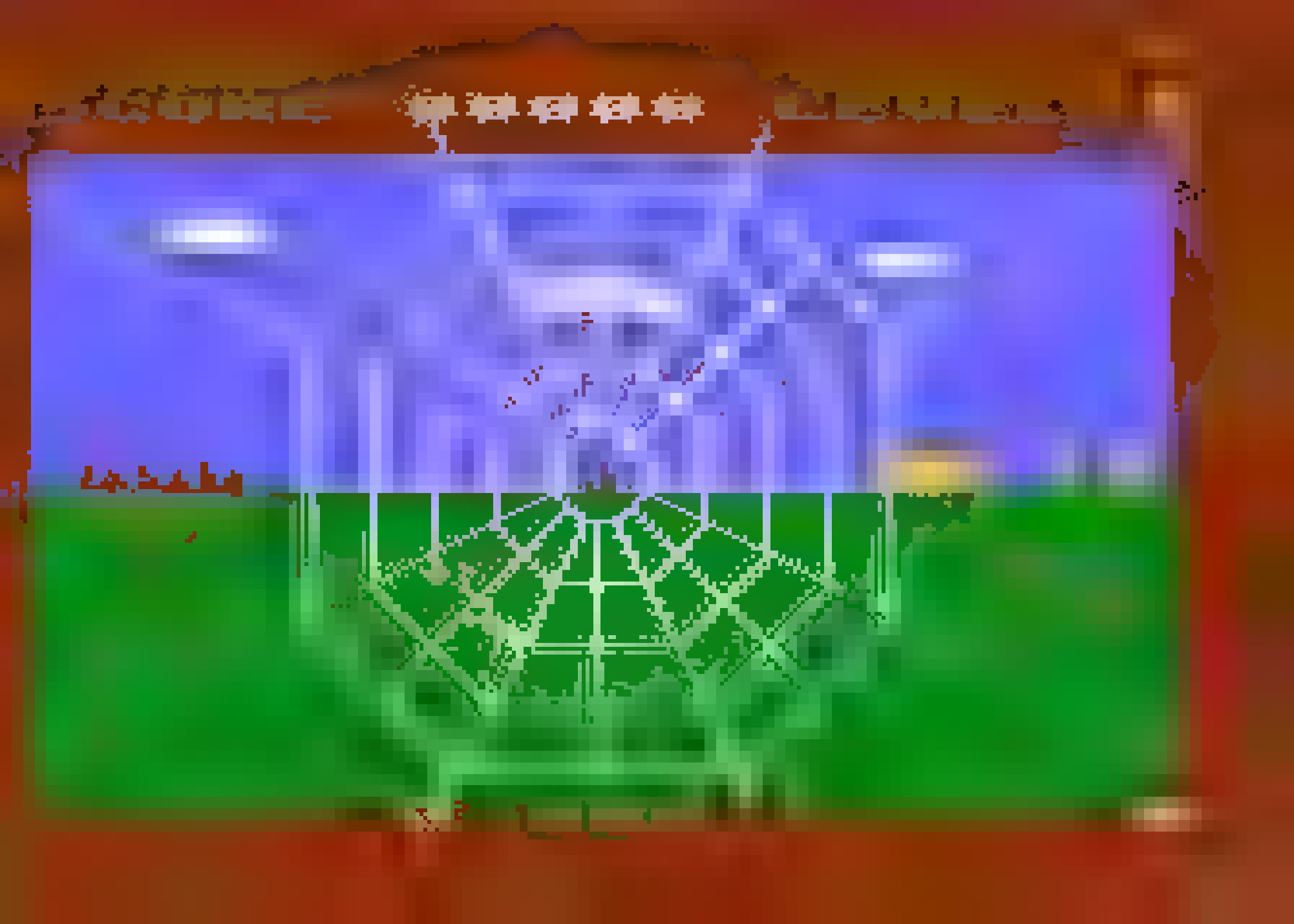
EXPLODING WALL

CRACKED BY THE BURTON BANDIT

Coding and concept by Paul Marshall.

Graphics by M.Hotland.

A Lothlorien Production.



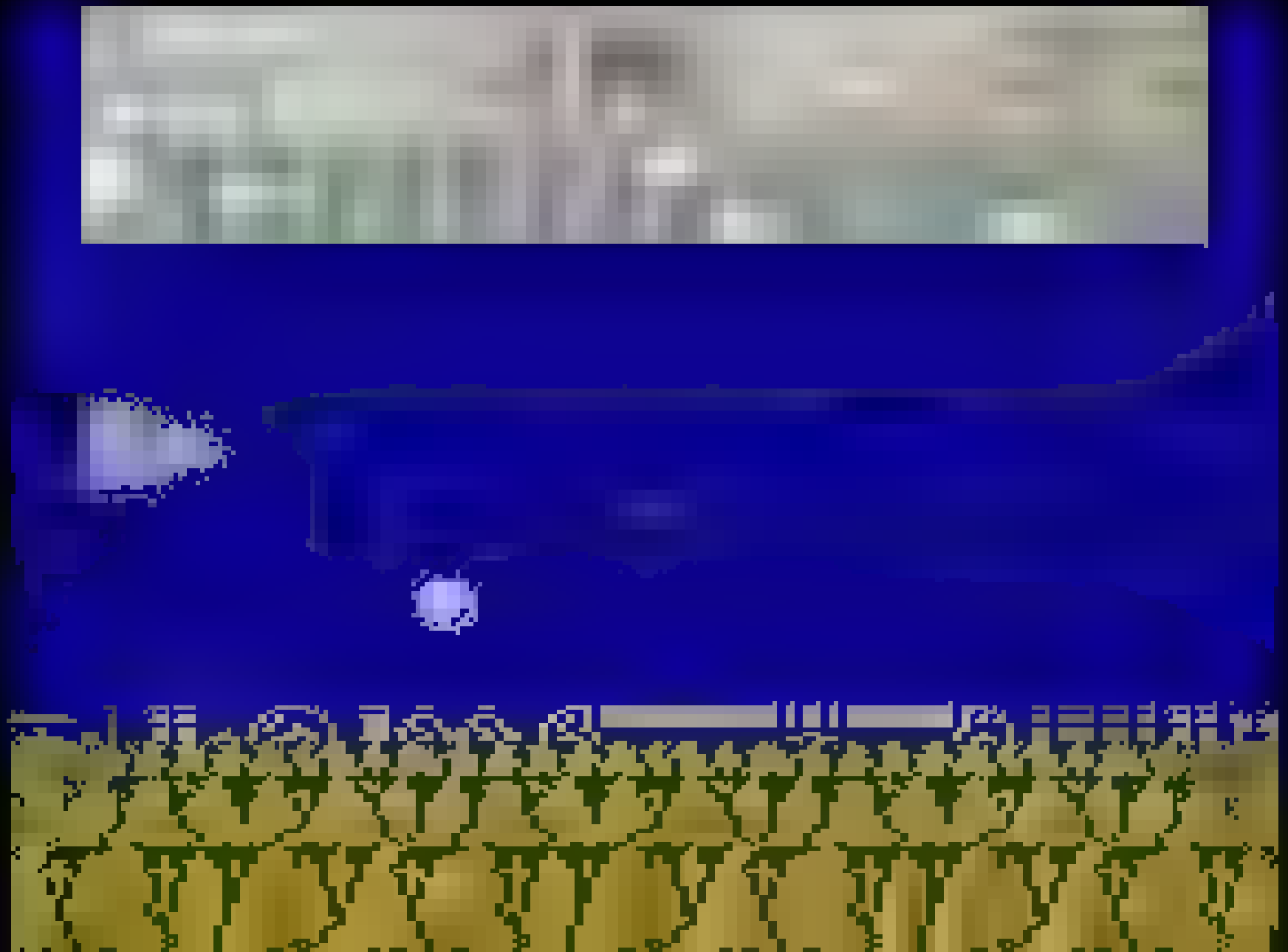


THE EXTERMINATOR

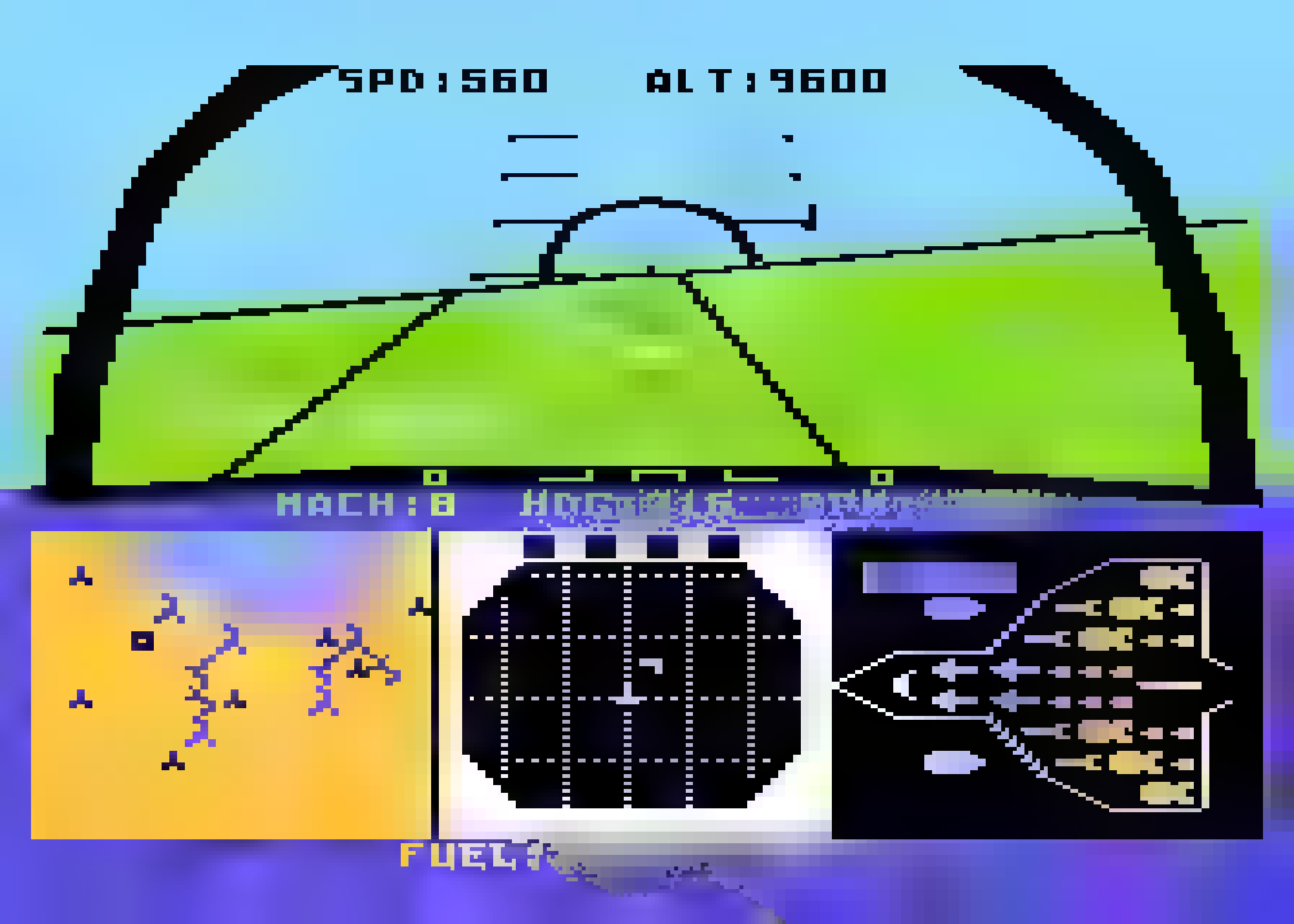


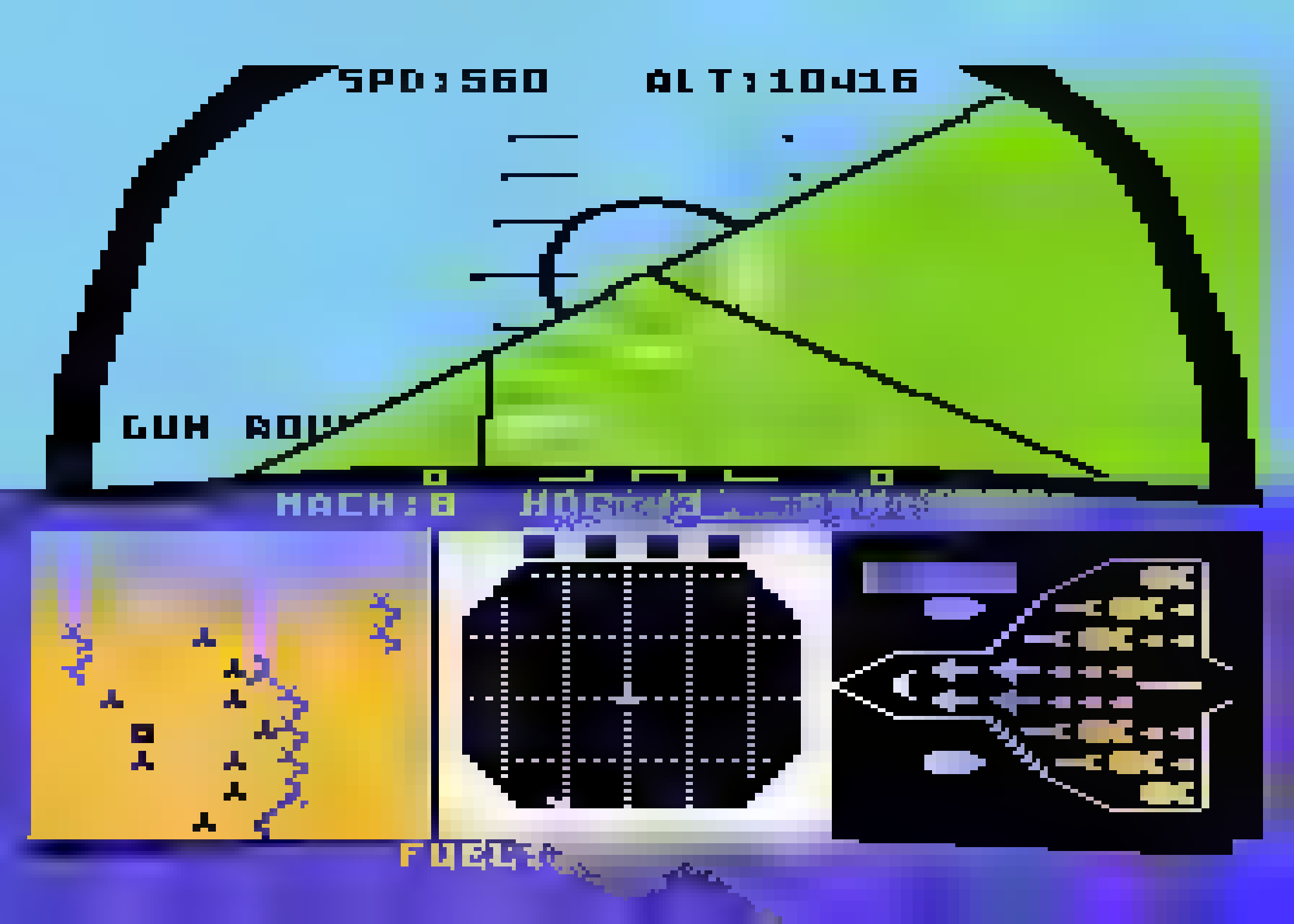
PRESS TO CHOOSE LEVEL

PRESS TO BEGIN



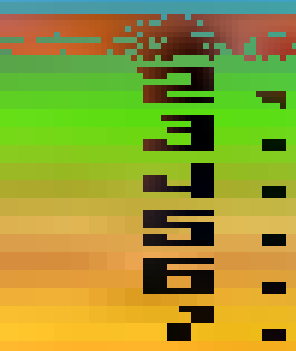



SPD:560
ALT:9600
MACH:0


SPD:560
ALT:10416
GUN AOU
MACH:0

F-15
STRIKE EAGLE
AIR COMBAT IN THE JET AGE

MISSION:

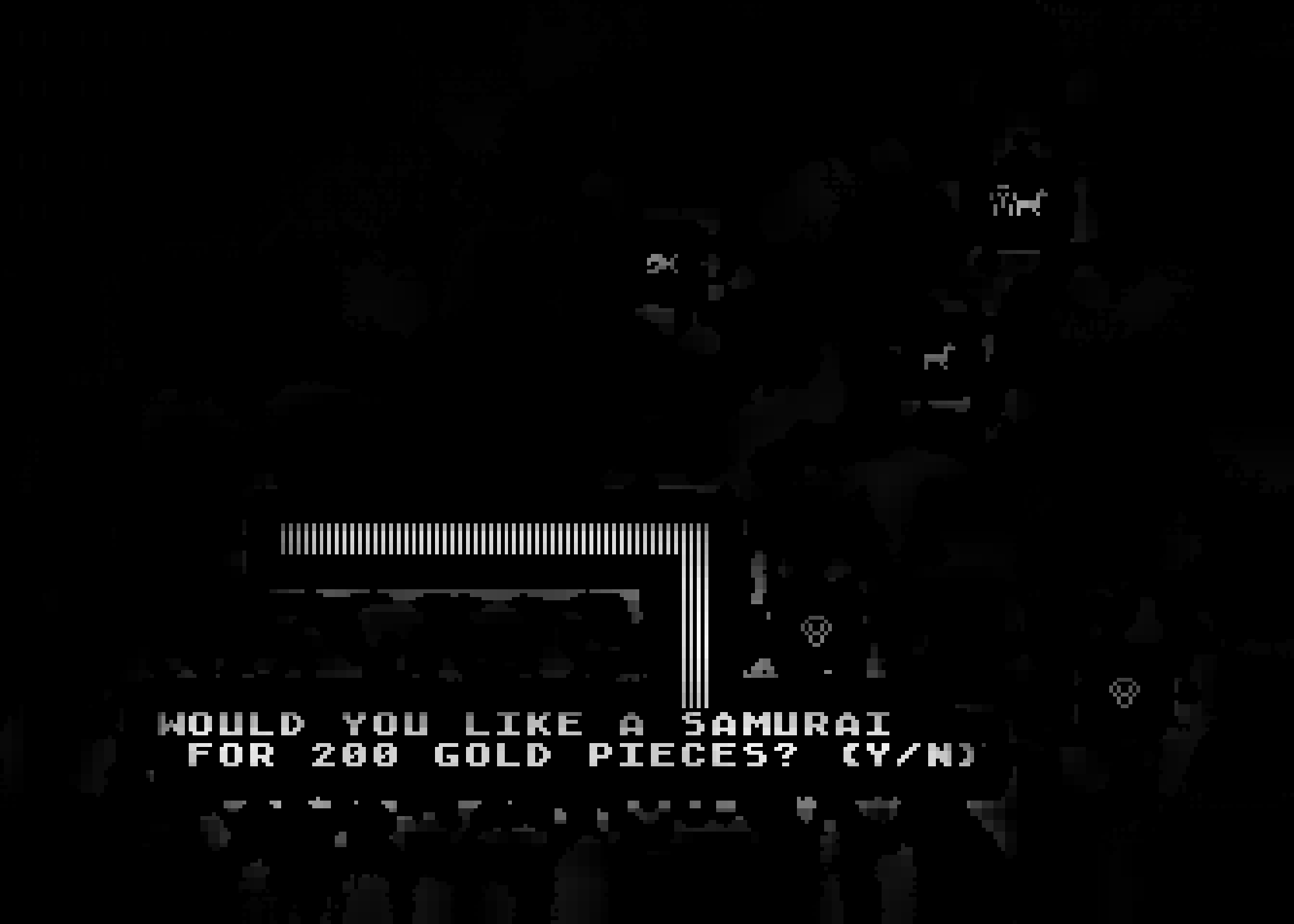


LEVEL: ROOKIE

HI:0

PILOT 1, 0

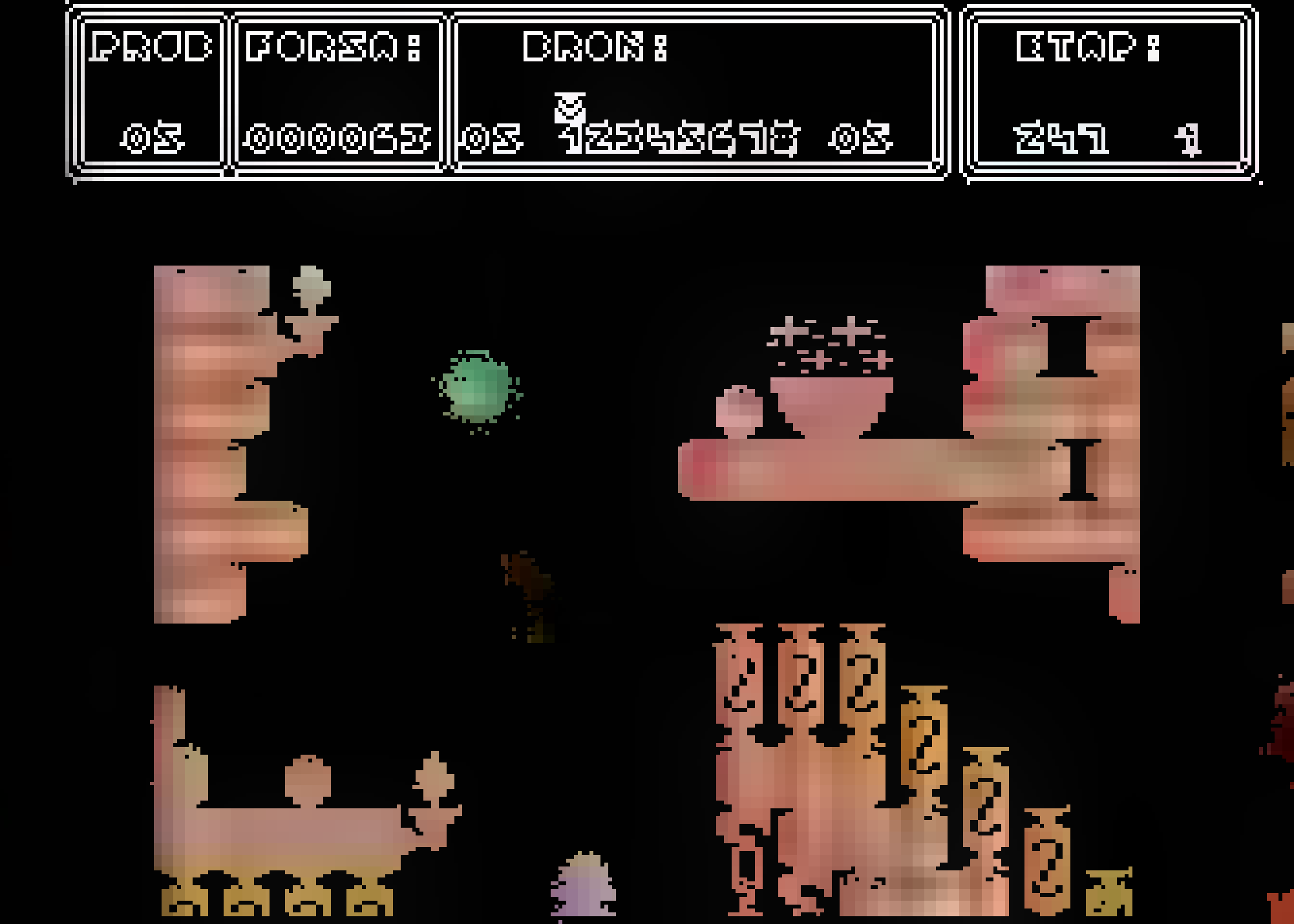
PRESS START

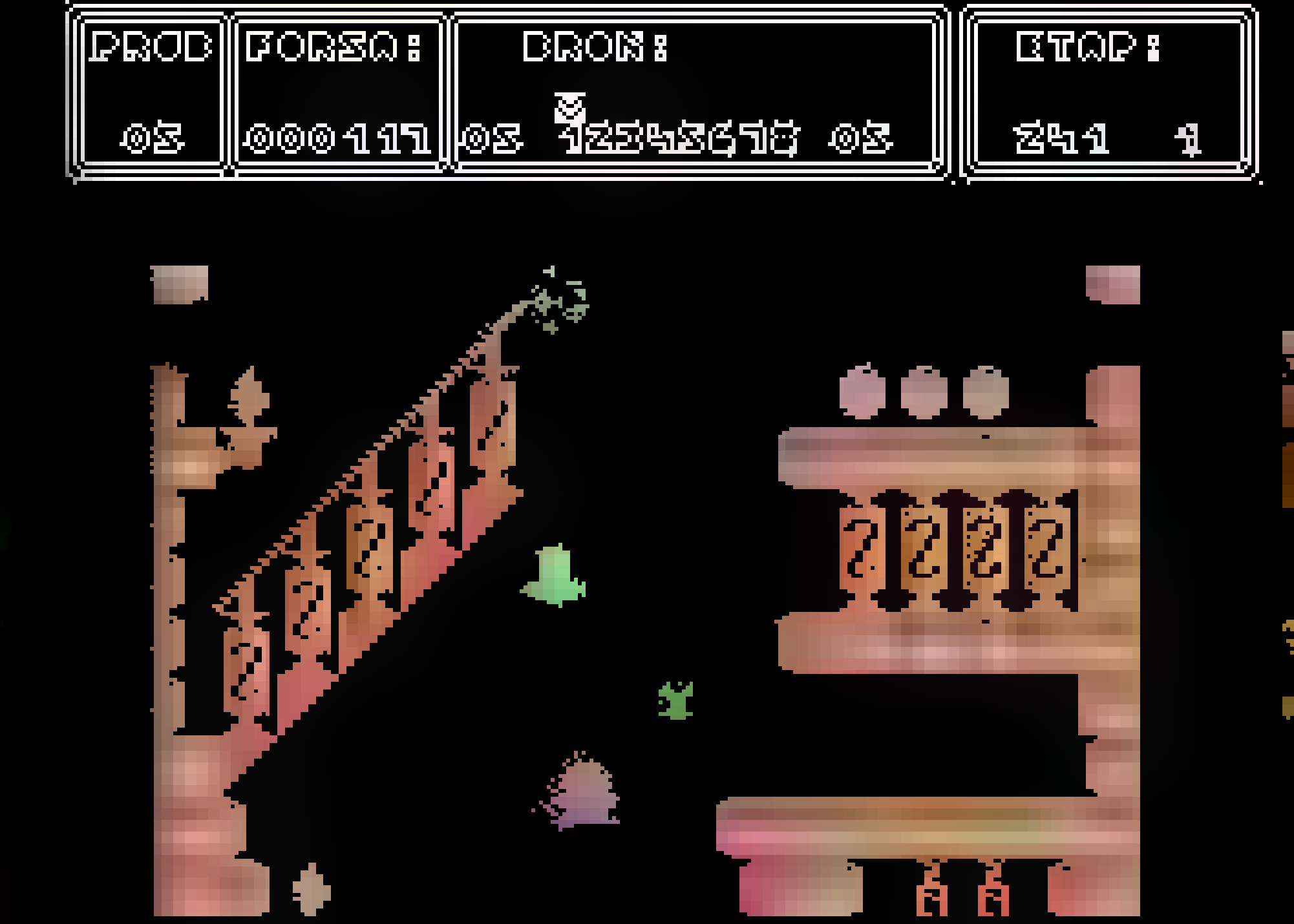

WOULD YOU LIKE A SAMURAI
FOR 200 GOLD PIECES? (Y/N)

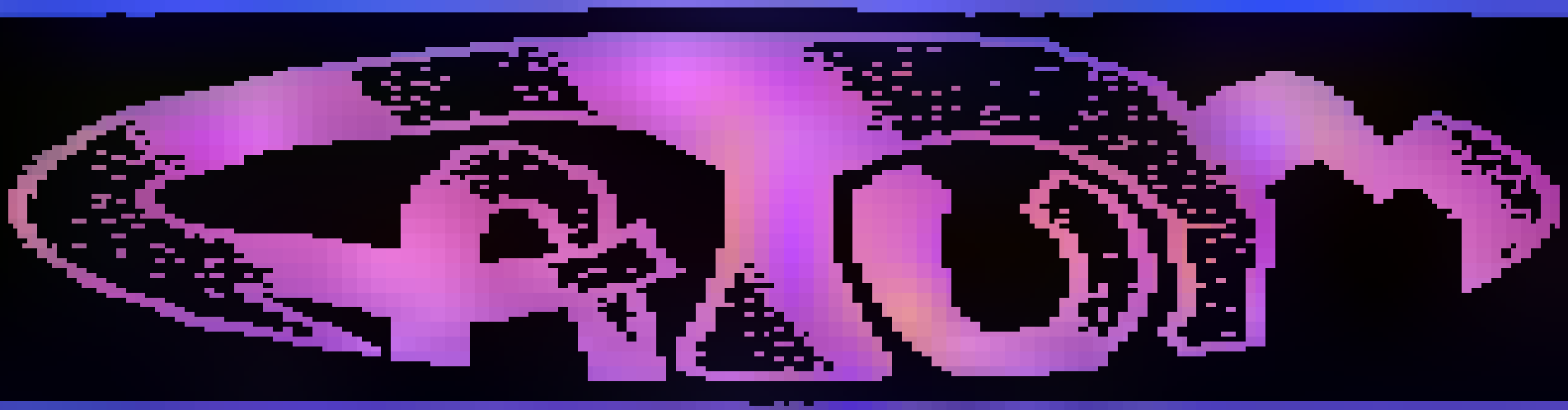

FANTASYLAND 2041 A.D.
BY JOHN BELL
(C)1982 CRYSTALWARE INC.

THAT EDDIE
BRAND SIRIUS
1

1


PROD
FORSA:
BRON:
BTAP:


PROD
PORSO:
BRON:
BTOP:



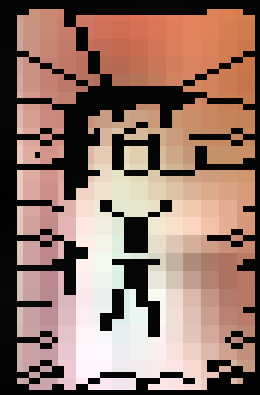
COPYRIGHT ASF

COPYRIGHT ASF







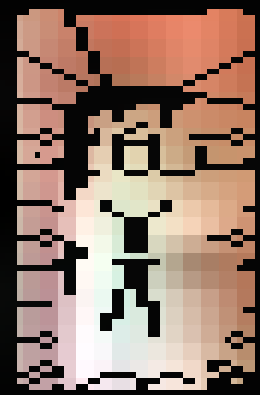








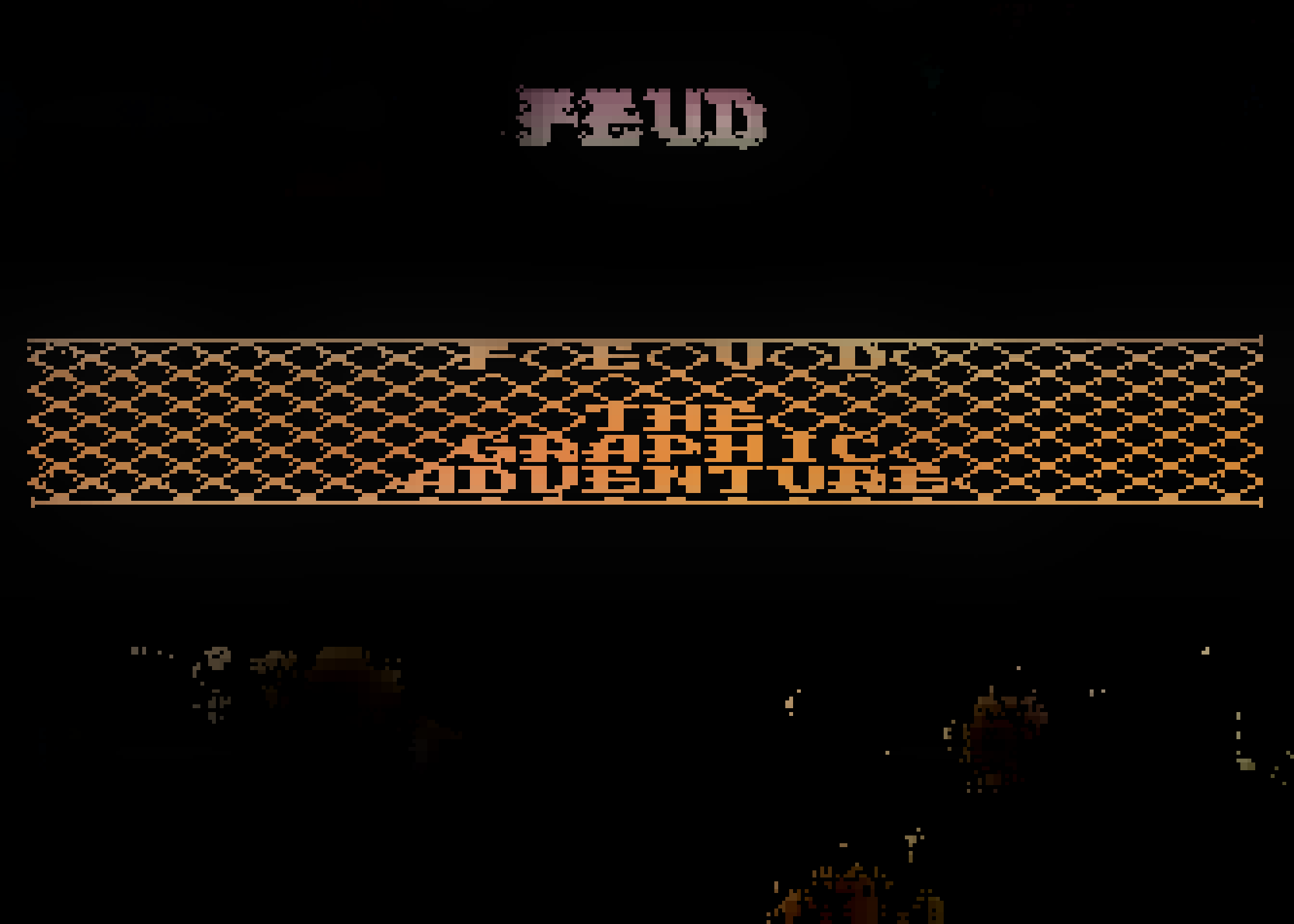






FEUD

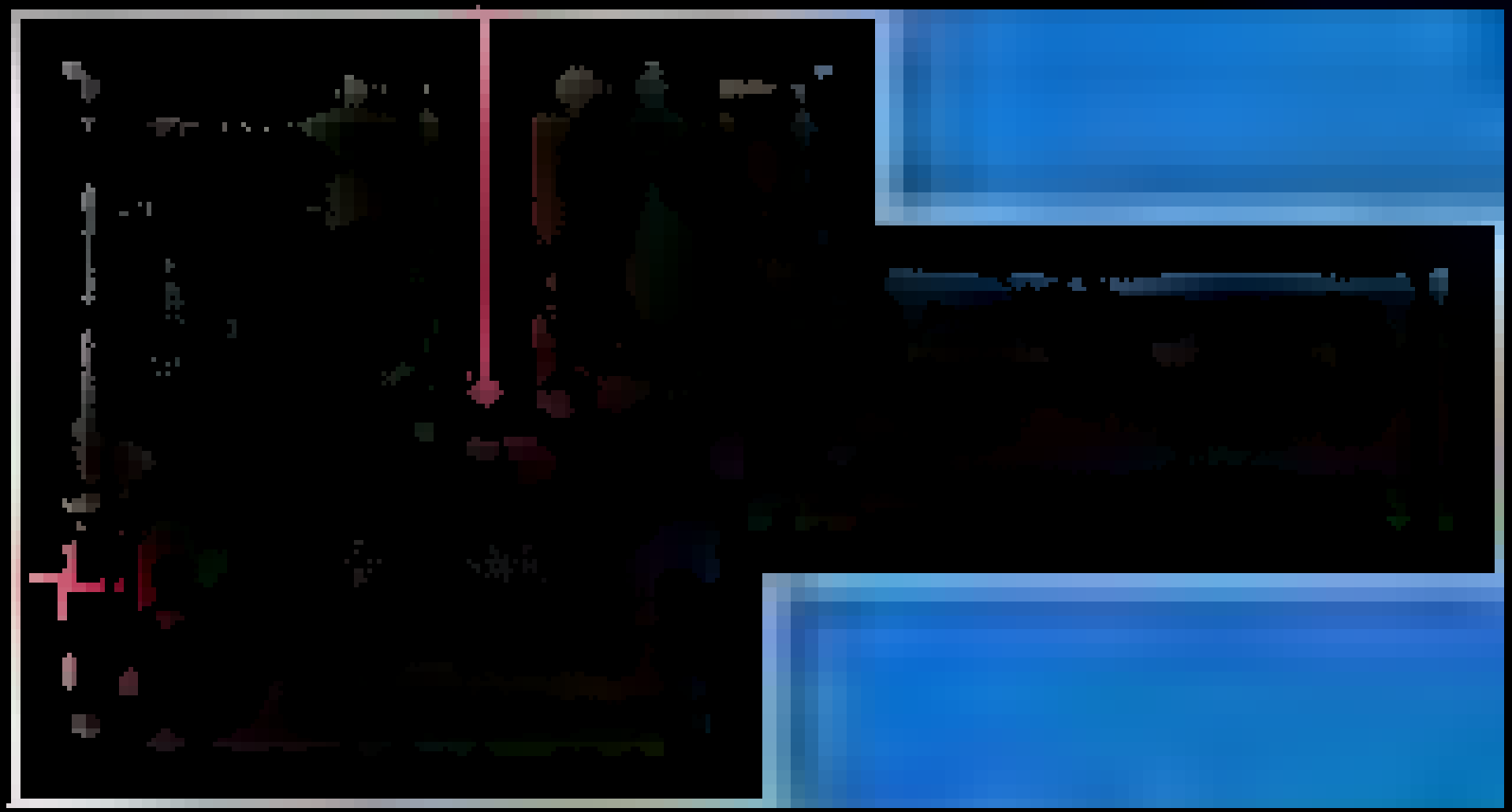
THE GRAPHIC ADVENTURE

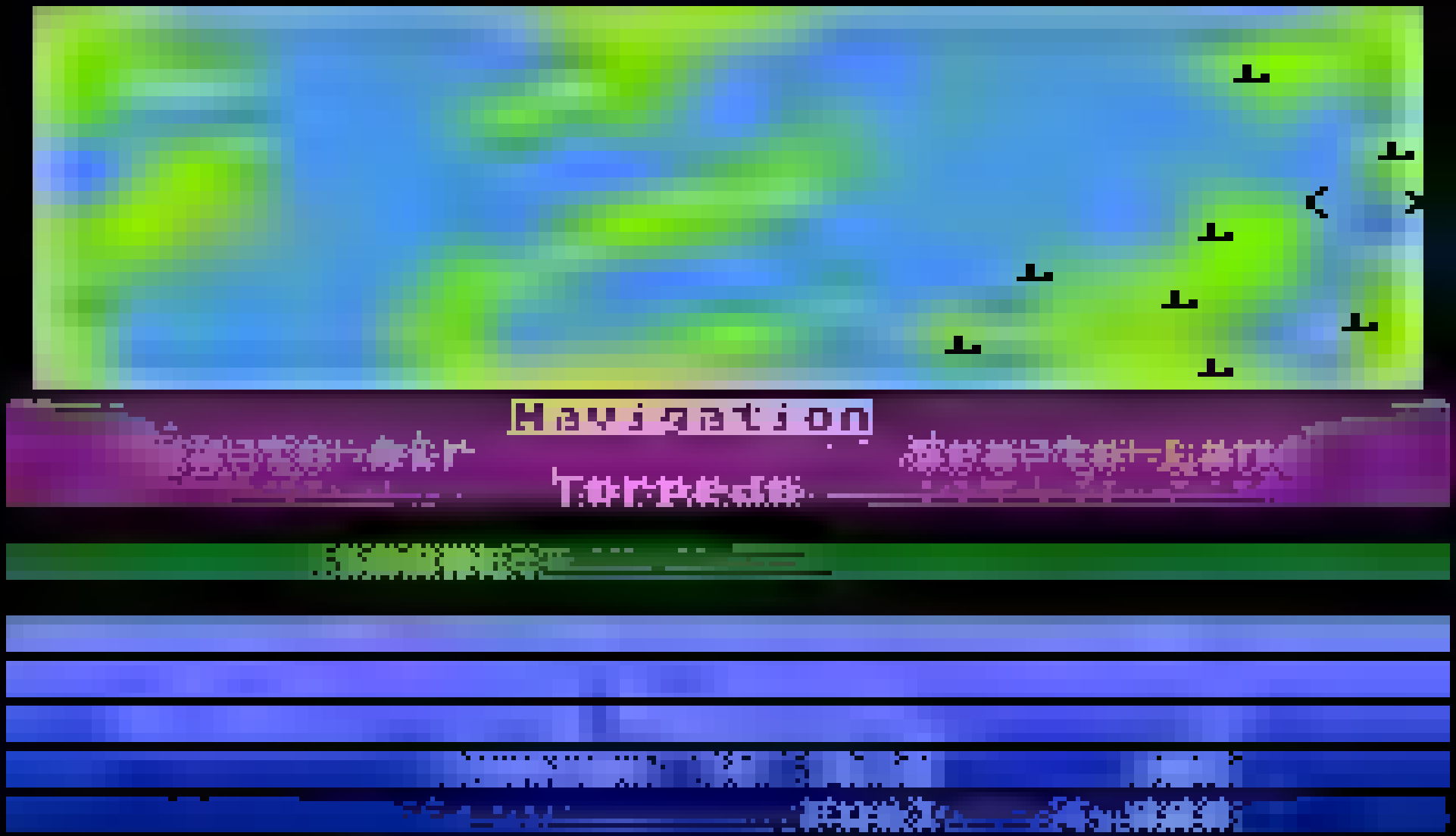


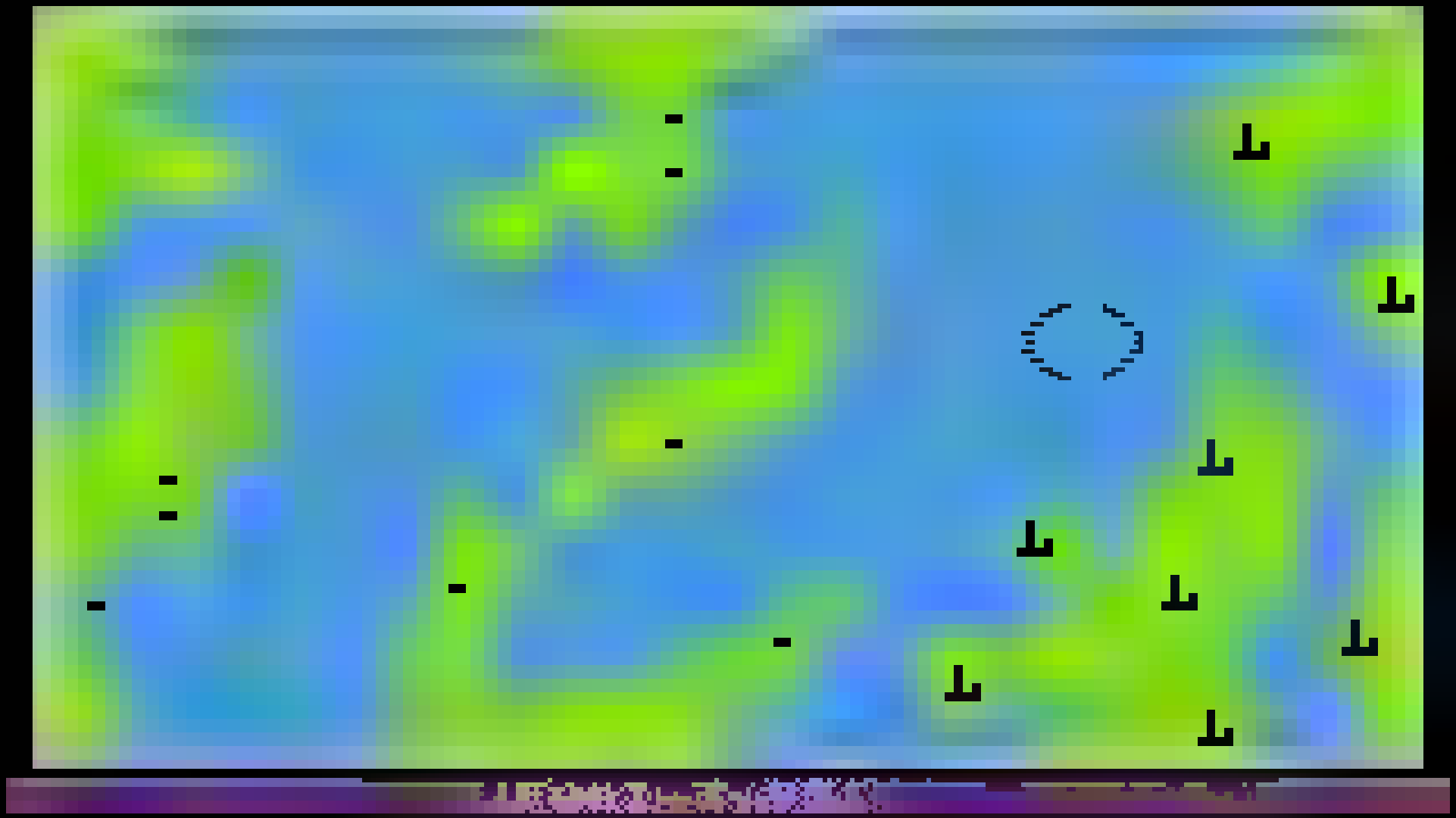

KID
KASTRO
SPEED
S
F


ATARIM
1
DIP STICK
0
2 54
0


ACCOLADE PRESENTS
FIGHT NIGHT

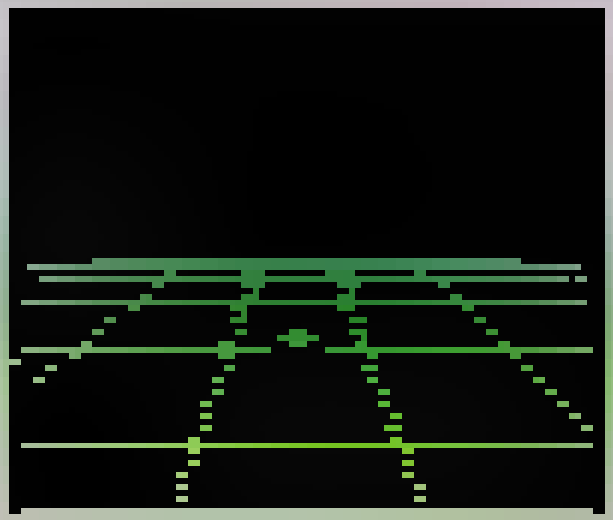

TGT:010000 CUR:003546
LV:02 SCORE:0001850 3


Navigation



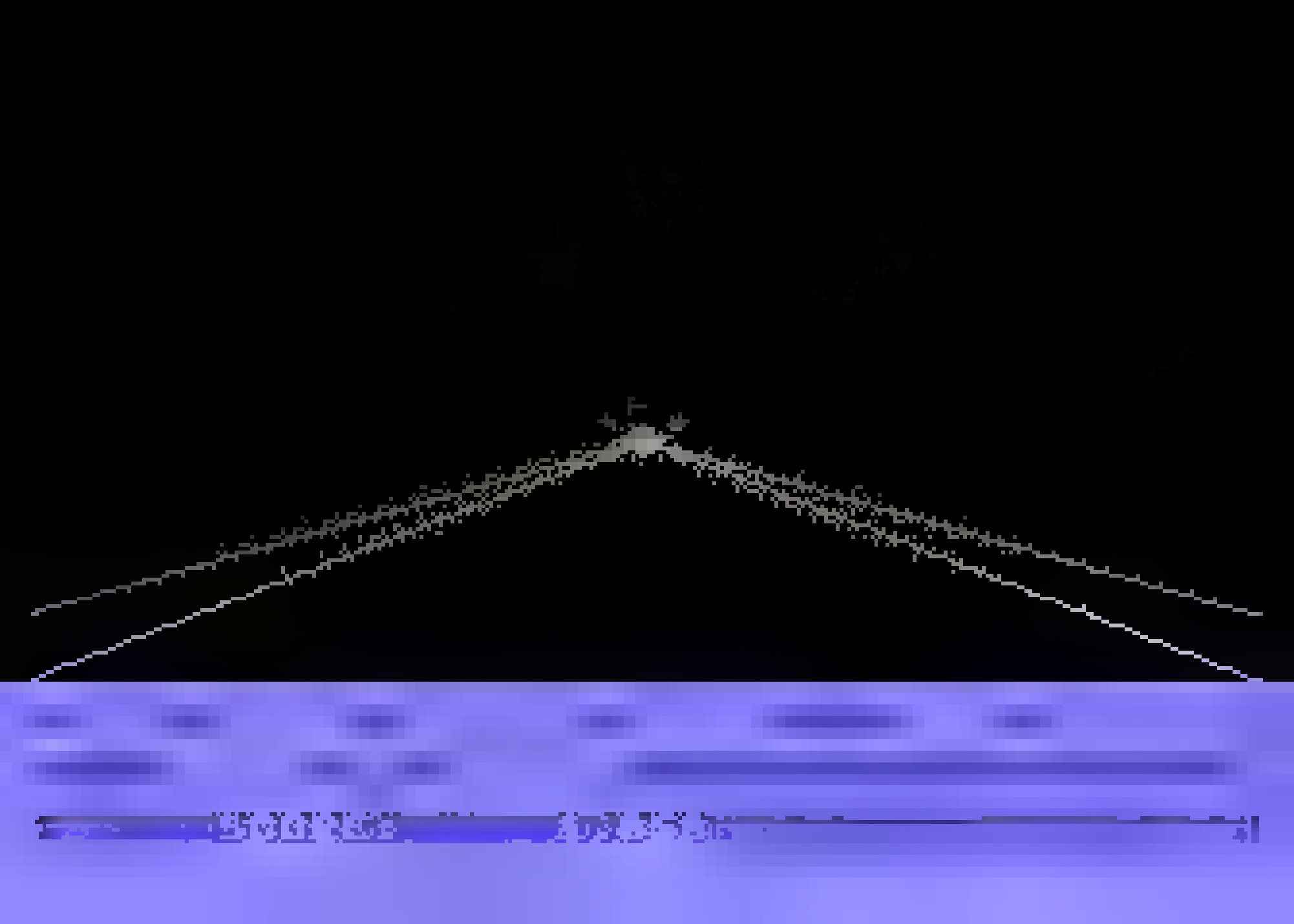

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WAR SHIP

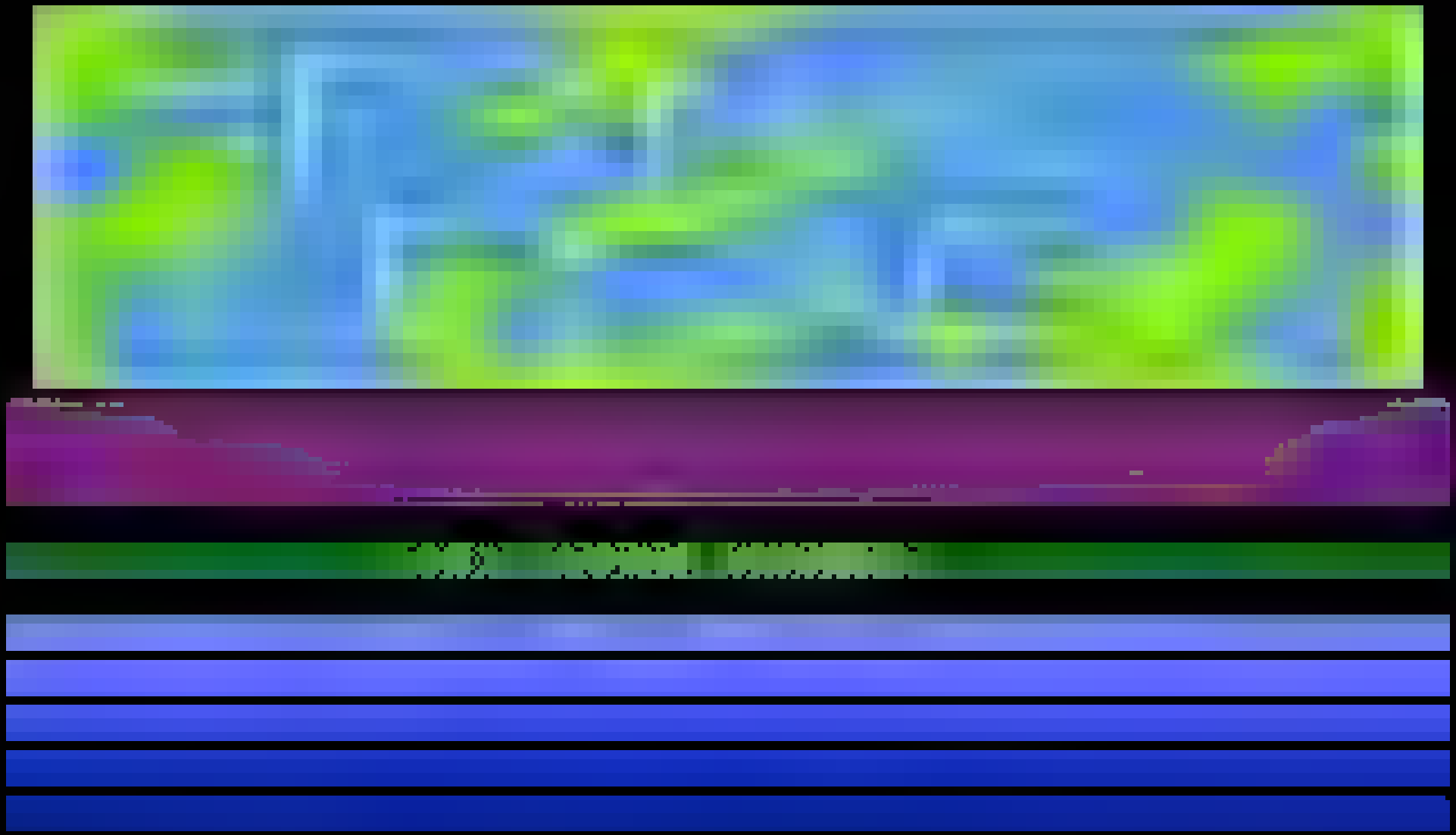
SEA TO LAND E-BEAM



SCORE 850

TIME TO IMPACT 0000





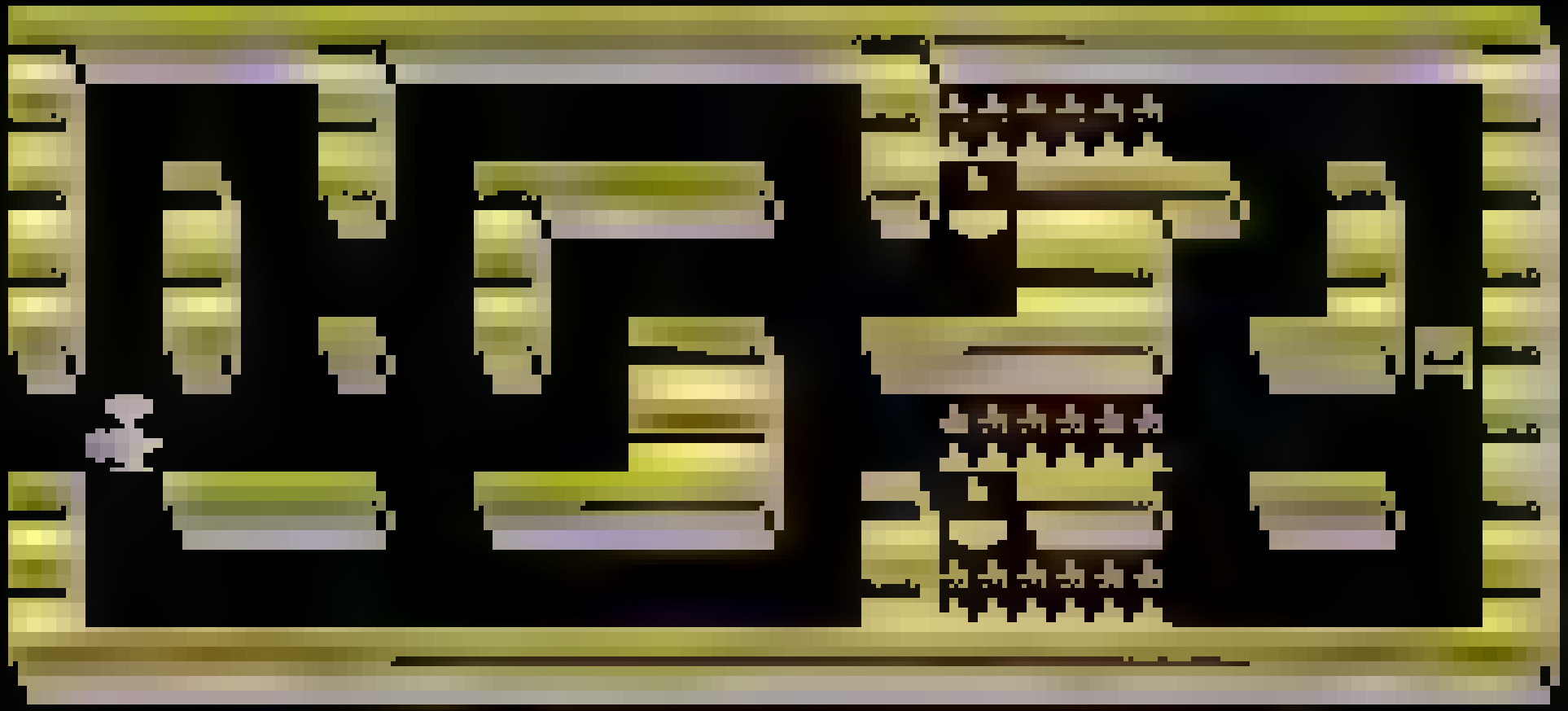

3050


LEVEL:1 TIME:480 TO GO:097 CARS:2
SCORE:00030 HI:00180



FIRE CHIEF

by Tim Huntington



WATER:

SCORE:025530 HI:025530


FIRE CHIEF
By Tim Hartington
LEVEL:1 TIME:500 TO GO:100 CARS:3
SCORE:00180 HI:00180

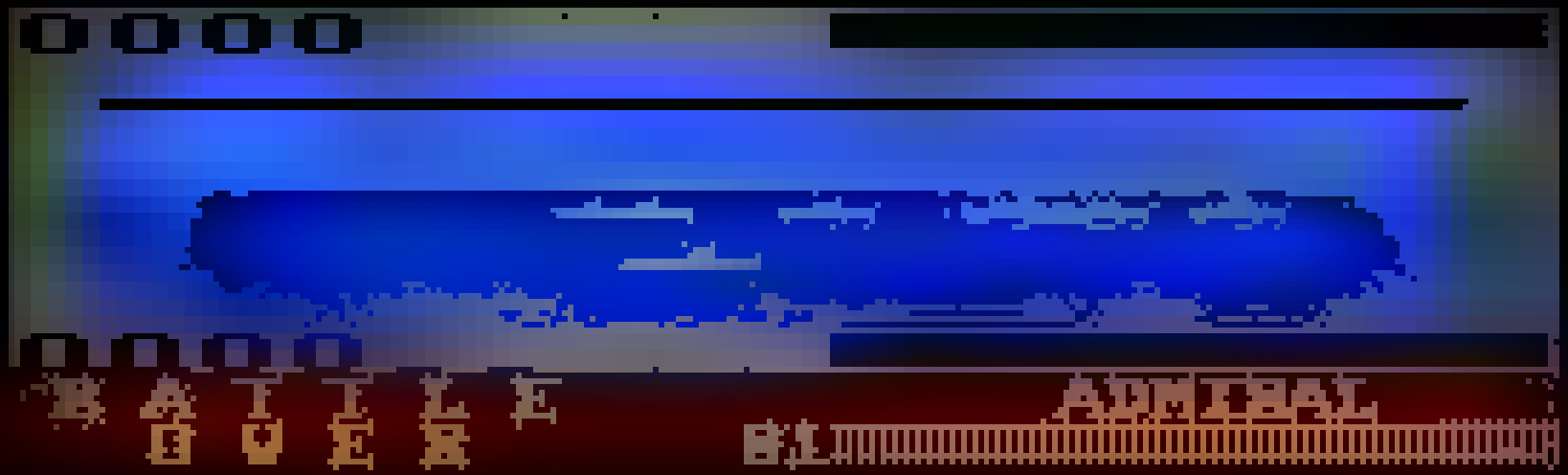

COMES
TO F


RE COMPANY


WELCOME TO FIREFL


ADMIRAL
SELECT FOR TIME
OPTION FOR LEVEL


0379
0096
ADMIRAL
DIRECT HIT! FIGHTER SCORE 10
SELECT FOR TIME
OPTION FOR LEVEL



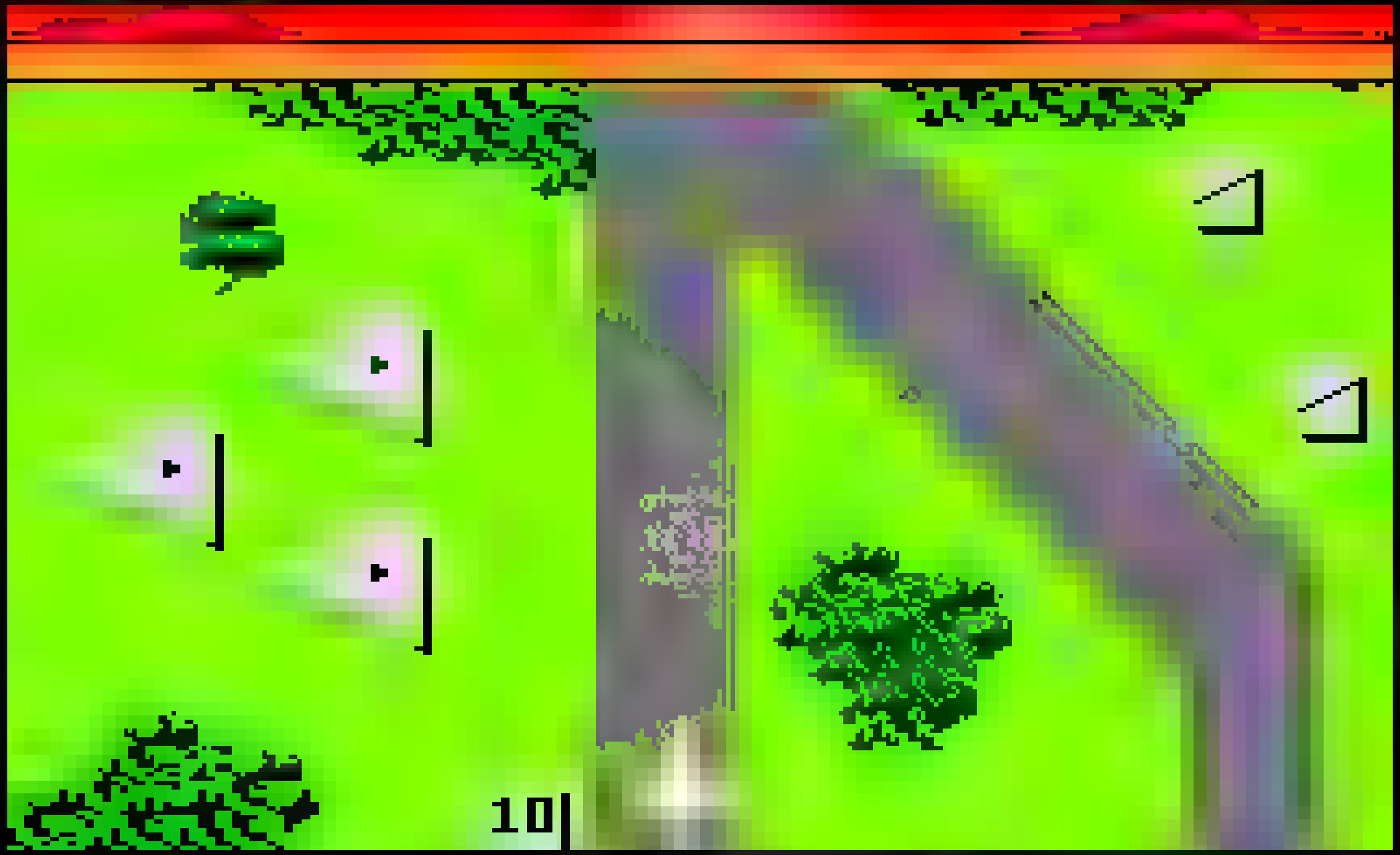
FIRE ONE

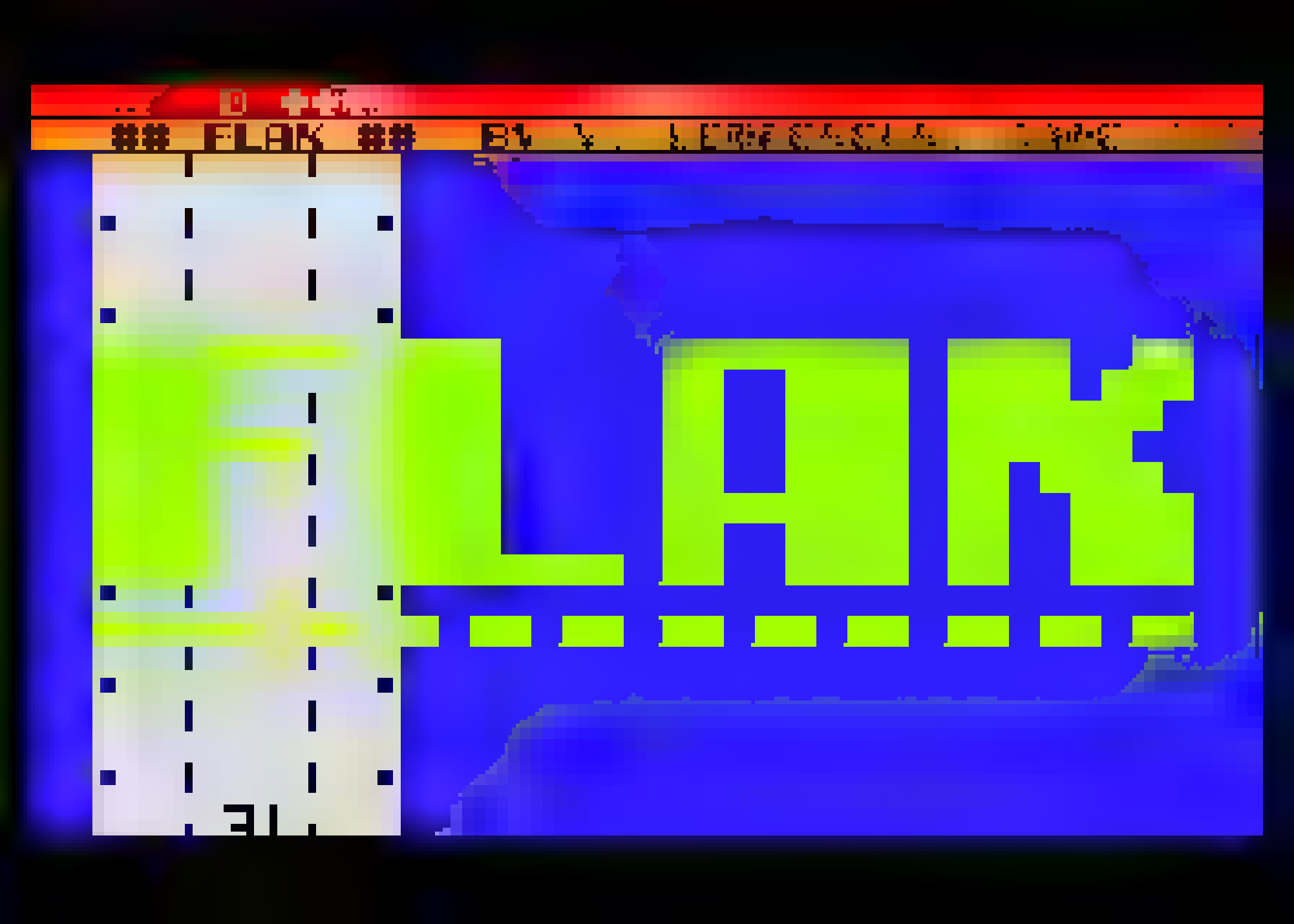
(C)(P) 1983 EPYX (C)(P) 1983 EXIDY

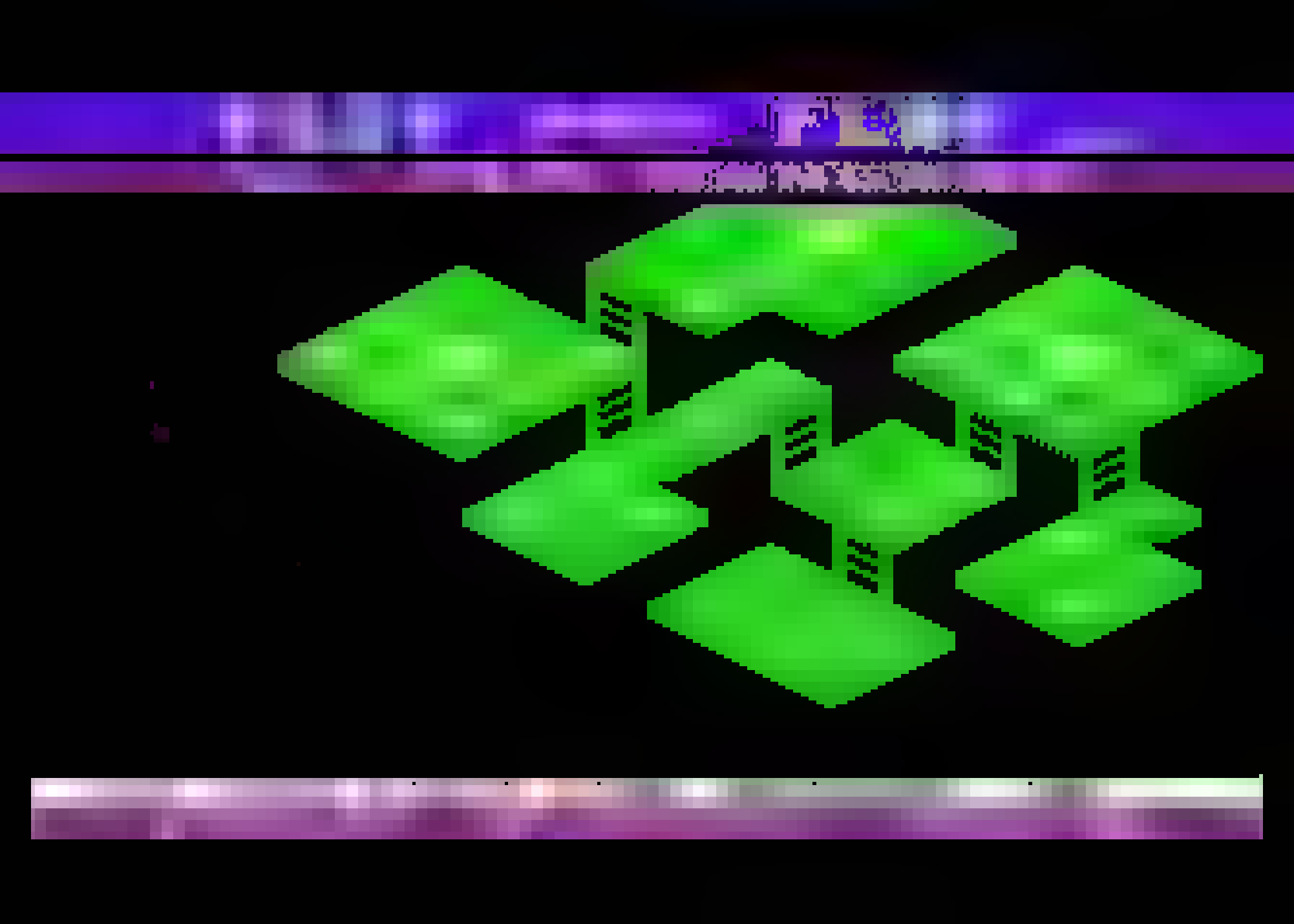
IN 00 BATTLES YOU

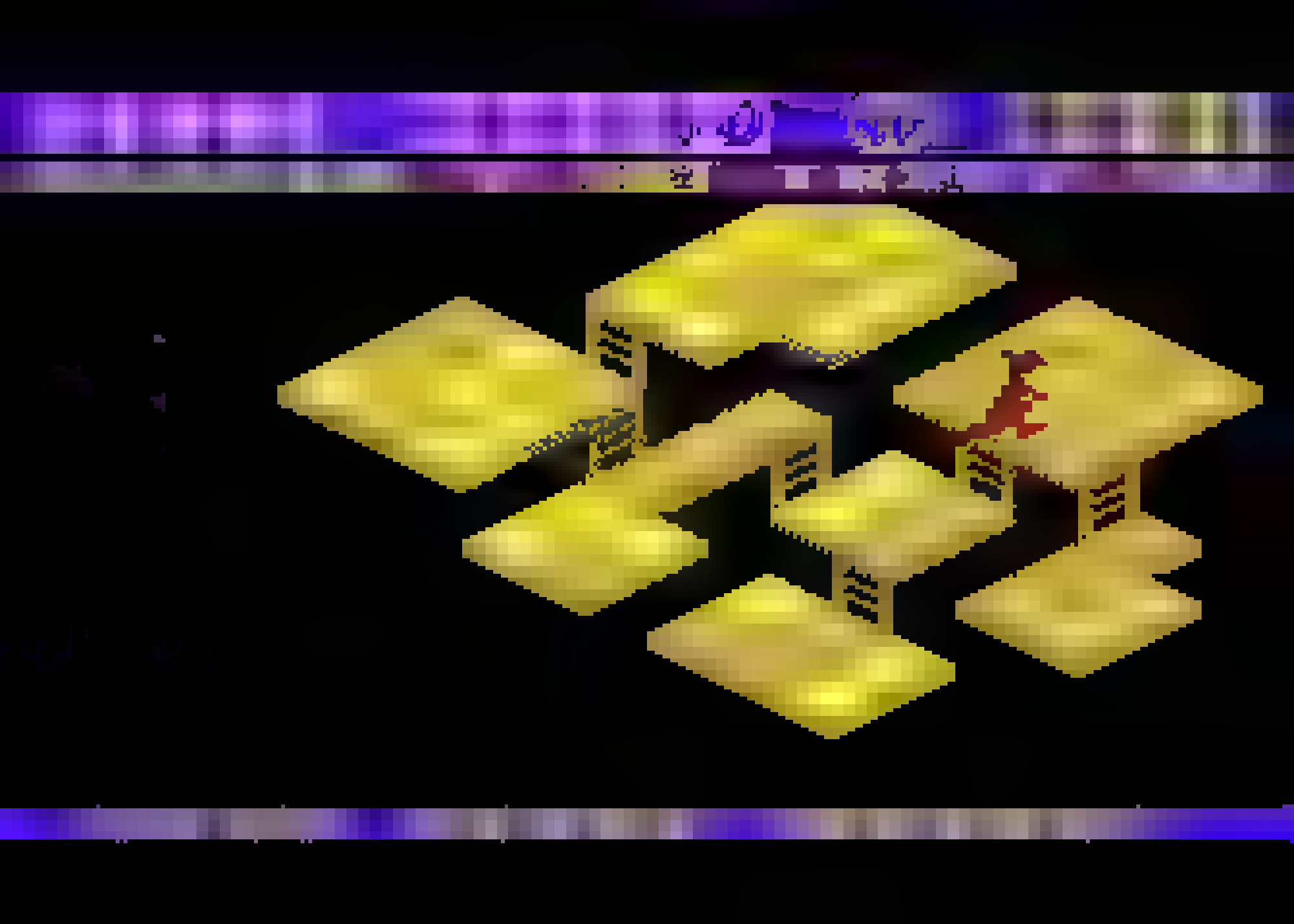
WON	LOST
00	00

SELECT FOR TIME OPTION FOR LEVEL


10

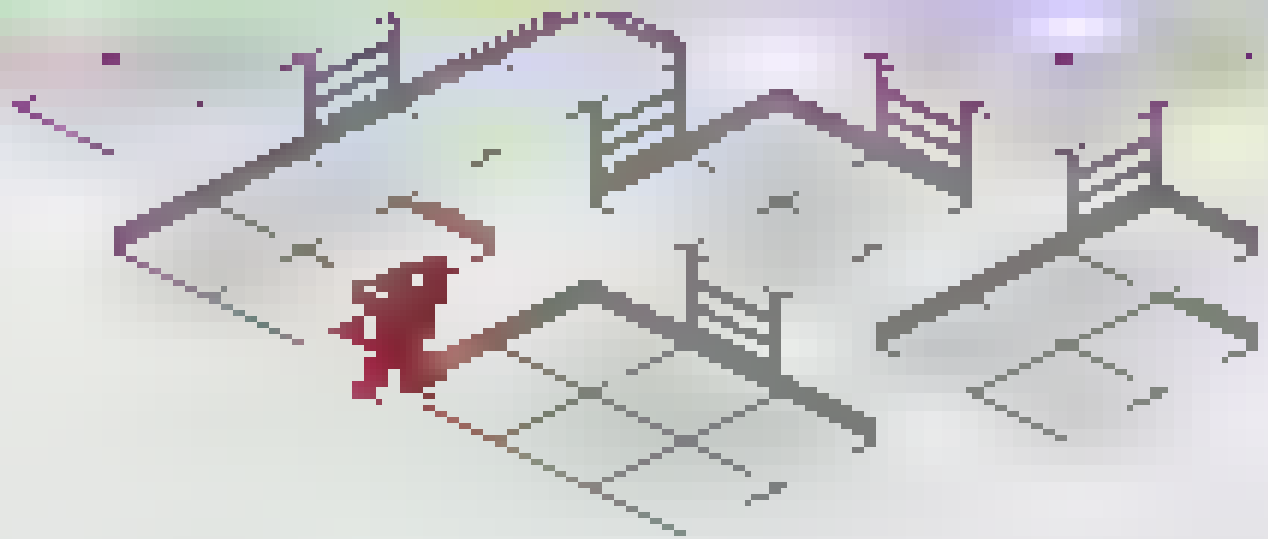

FLAK
FLAK



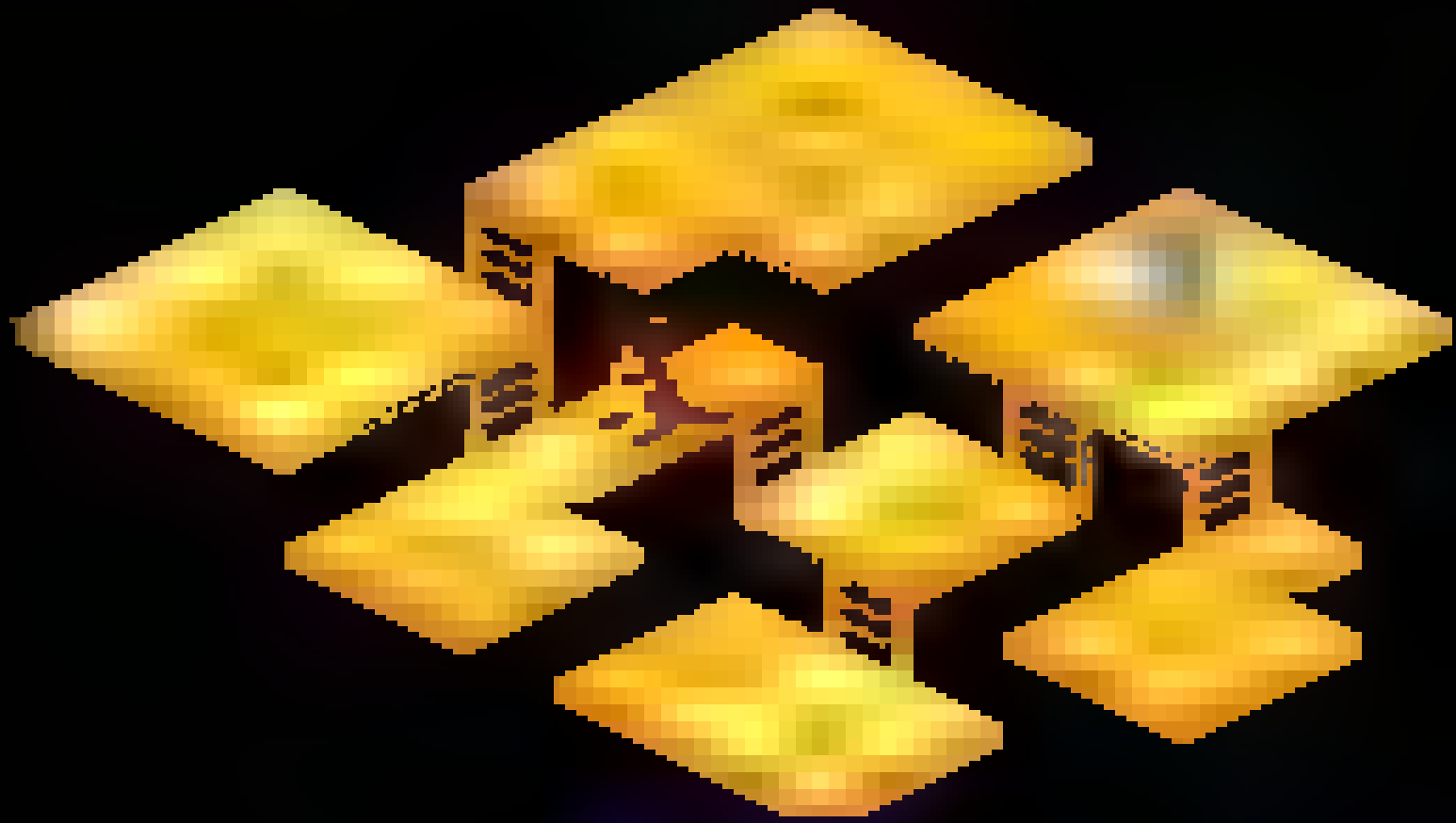


SCORE 000780 0050

PLAYER 1 02 TRIES 05

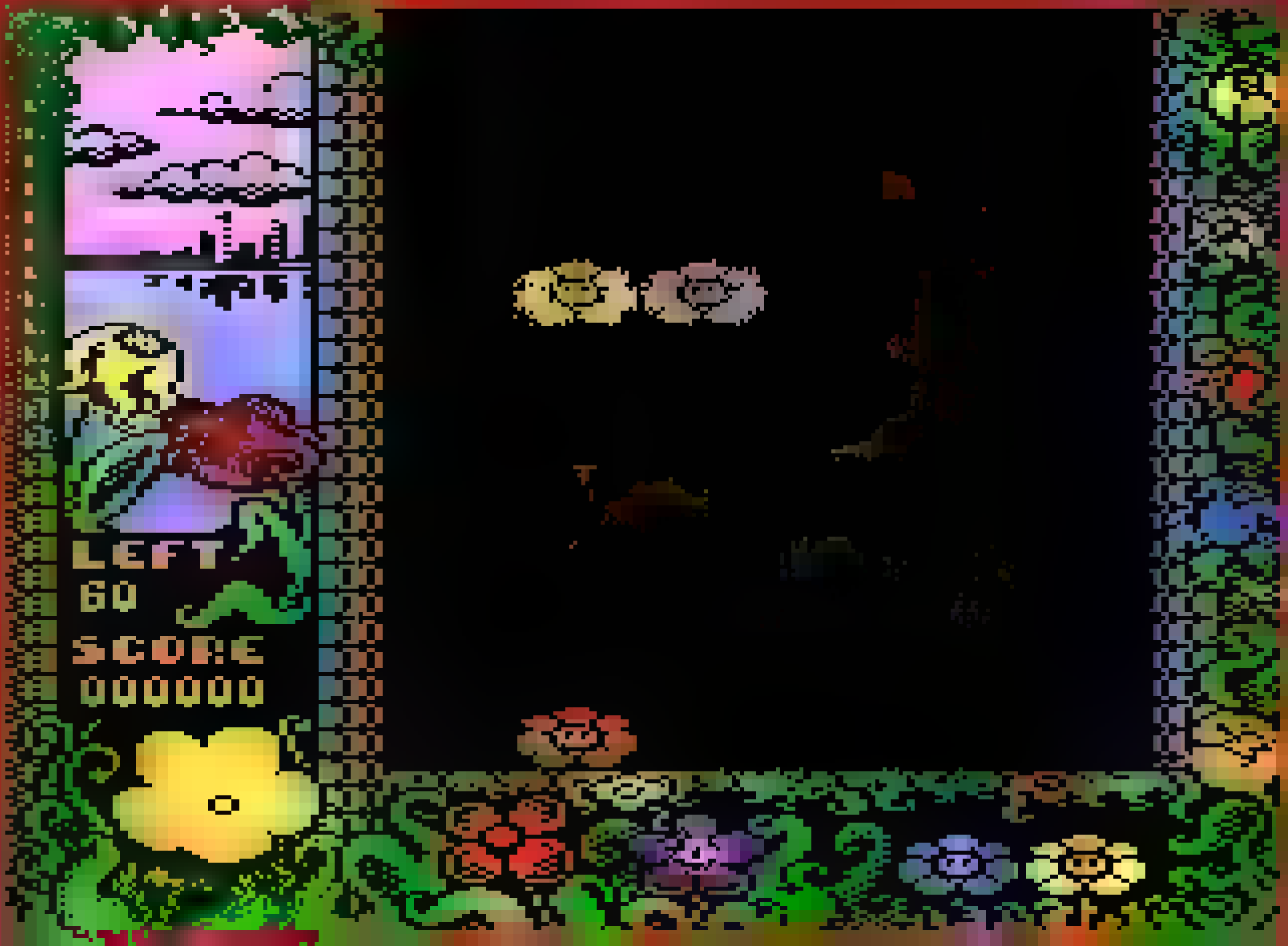


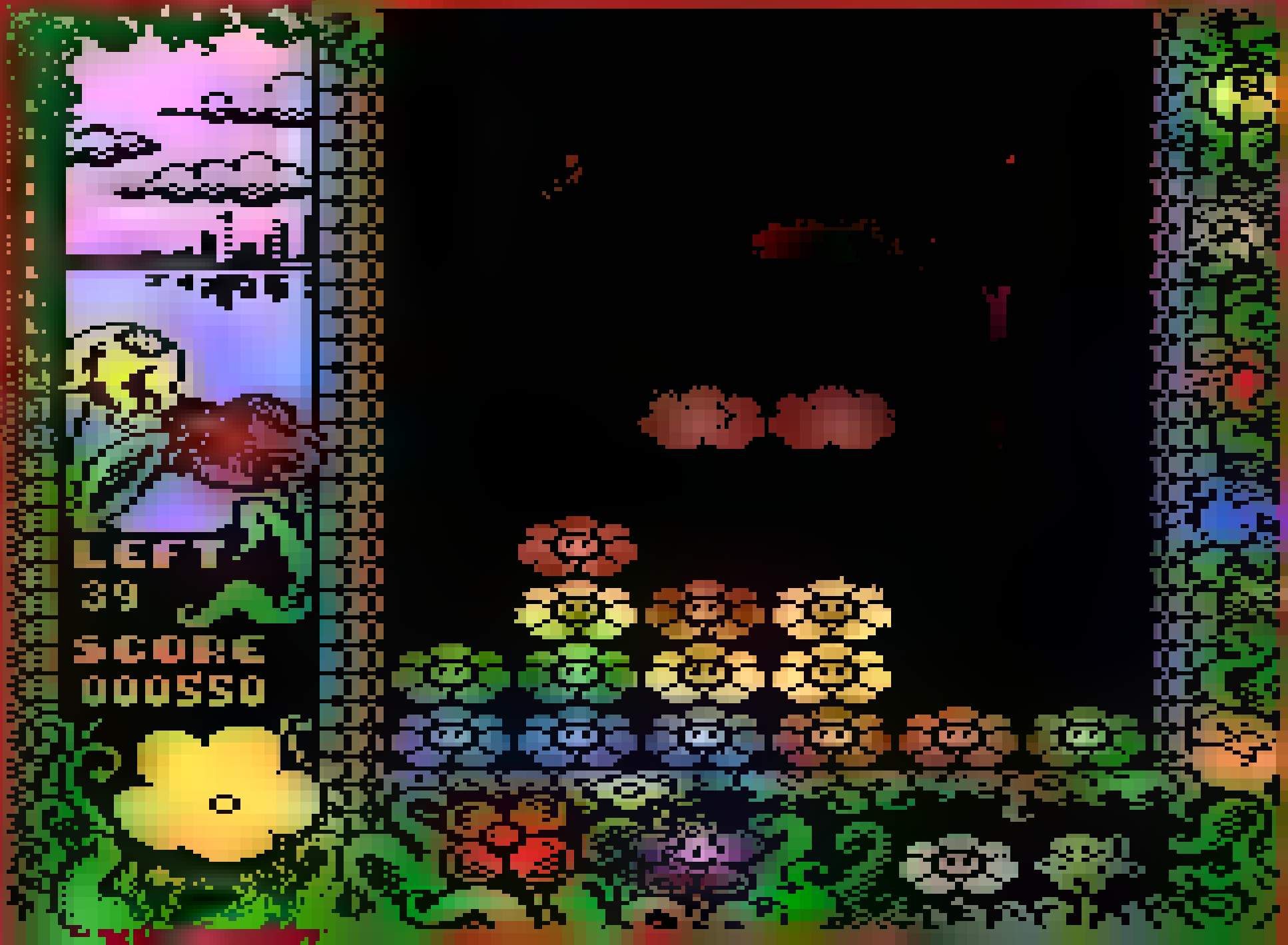
HIGH SCORE 000780

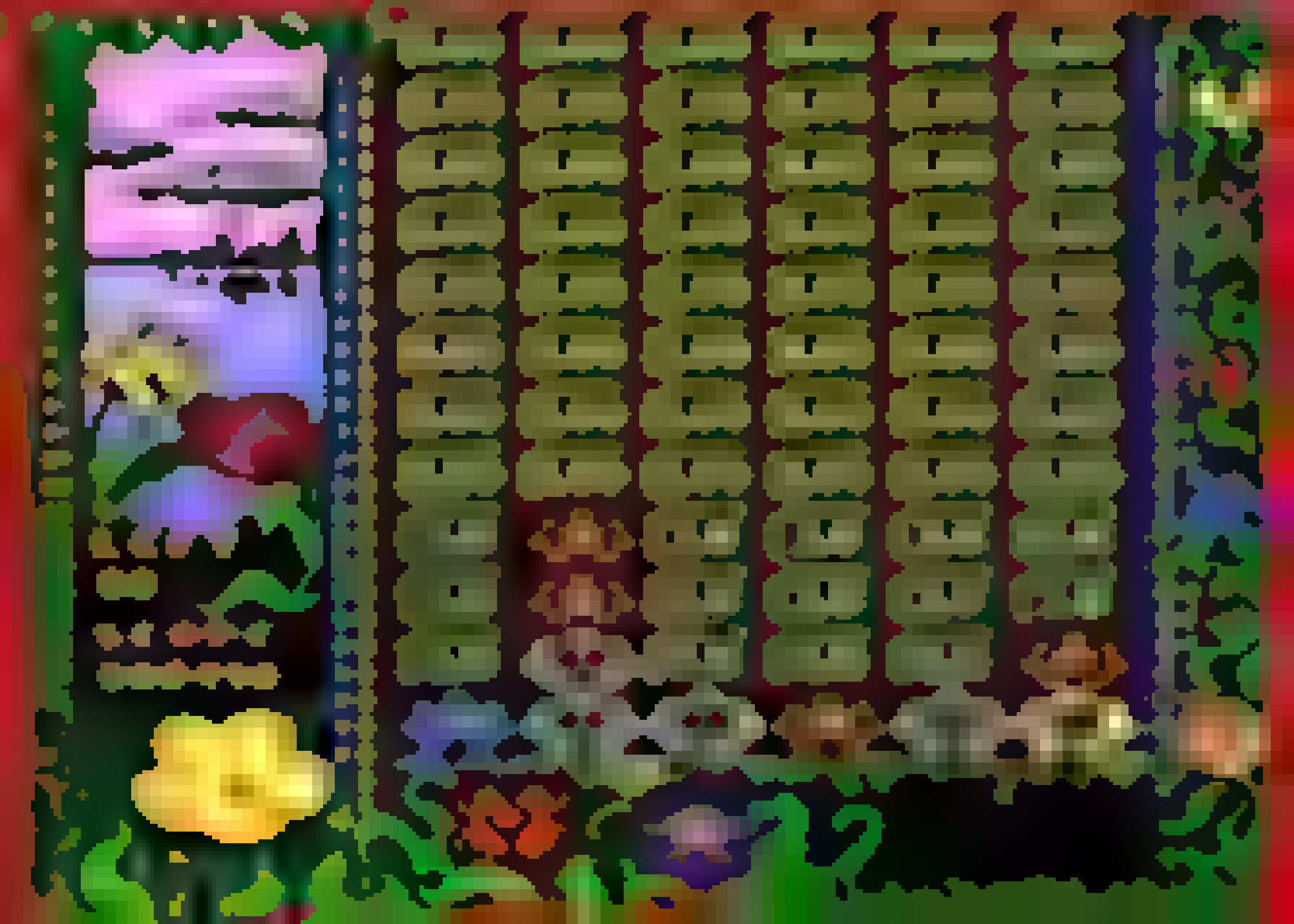




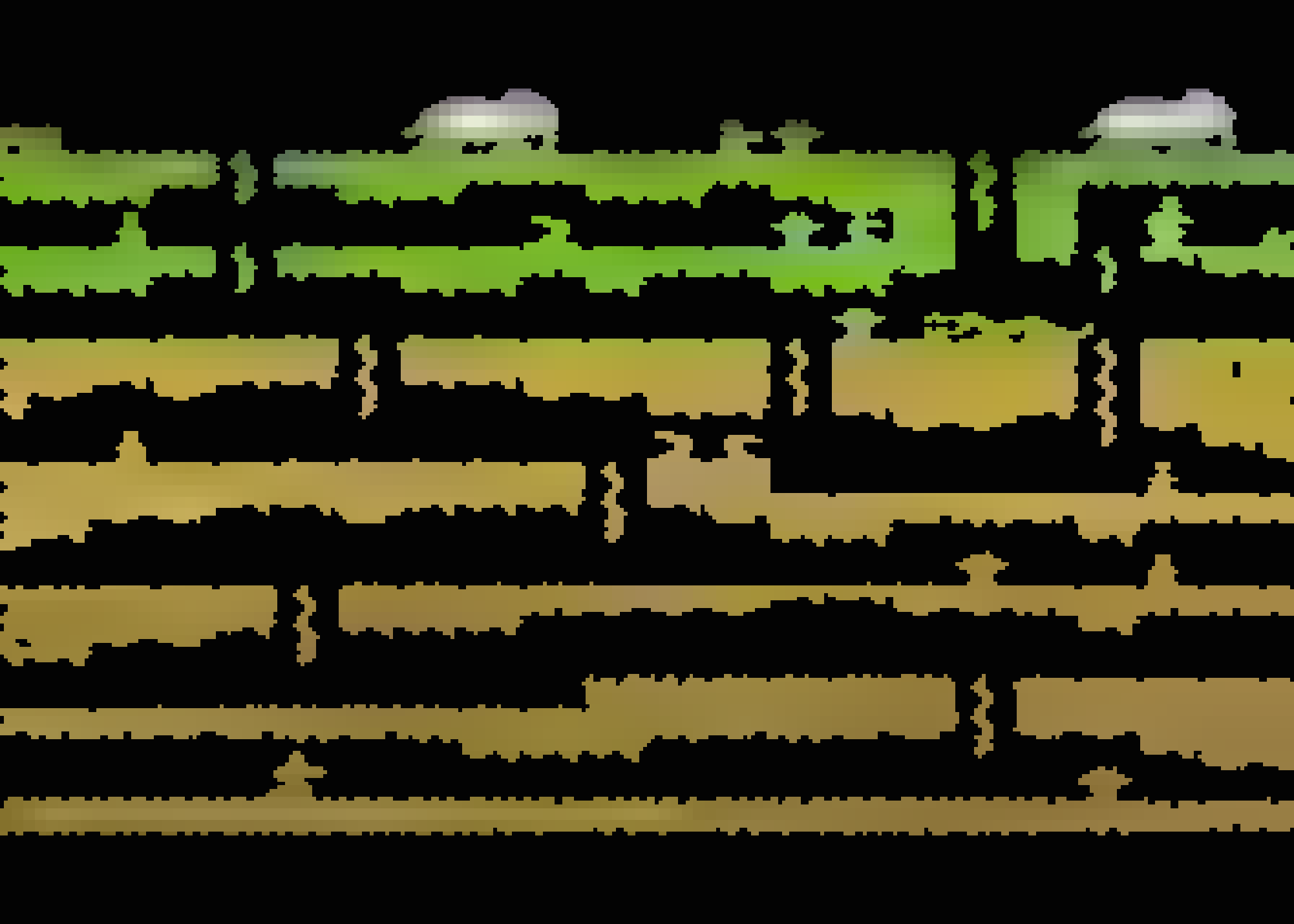

AN
TM
FIRST
SOFTWARE

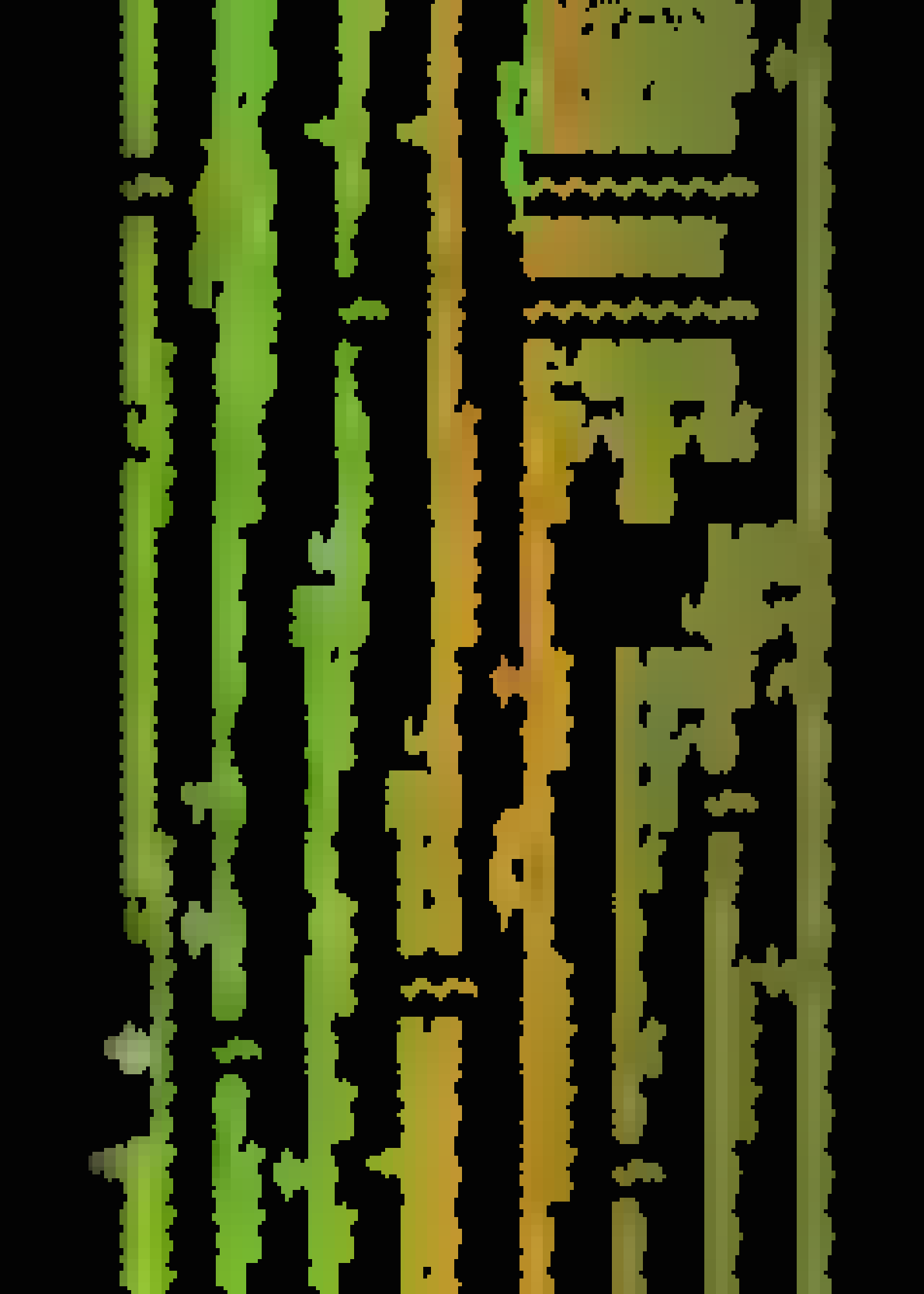

LEFT
60
SCORE
000000


LEFT
39
SCORE
000550







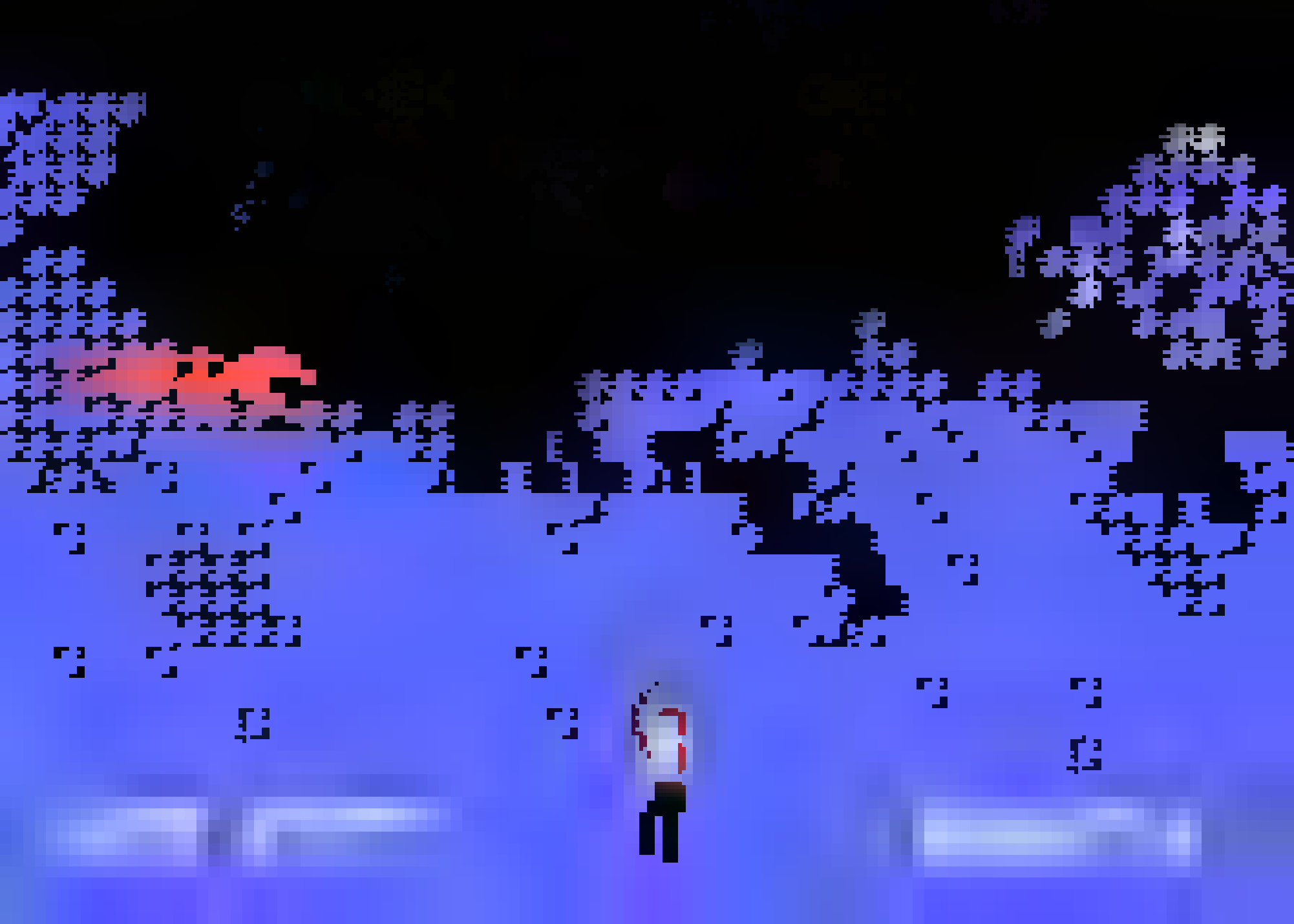


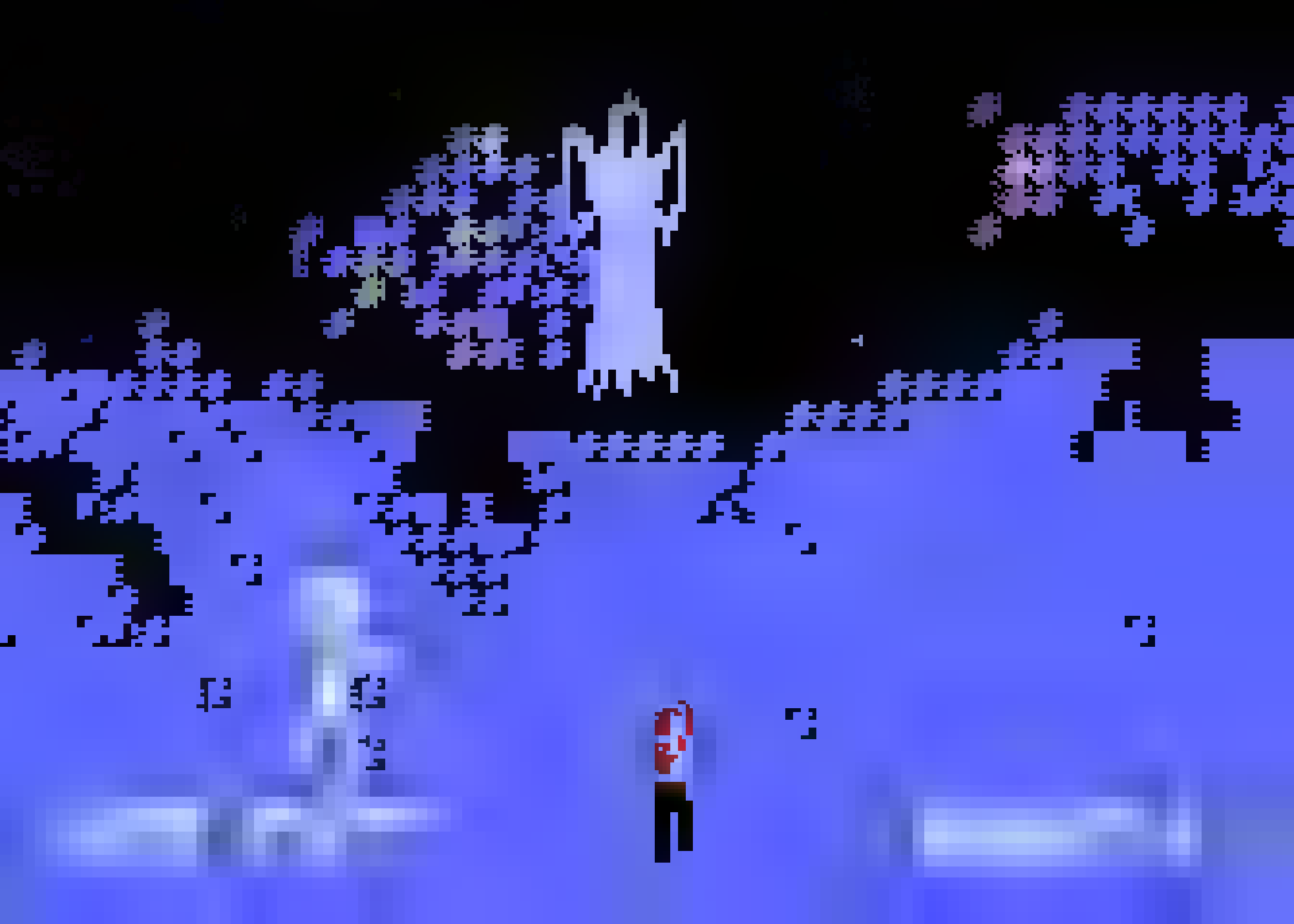



JUMP
JUNGLE










COSMI
PRESENTS
FORBIDDEN
FOREST
BY
PAUL NORMAN
CONVERSION
BY
WAYNE KOZIK
COPYRIGHT 1988 COSMI




000100
000100

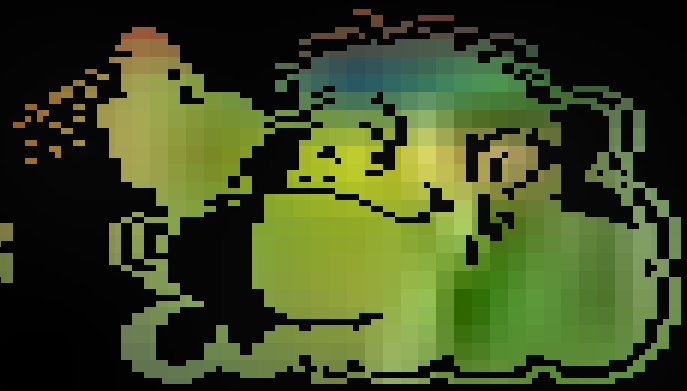



001030
001030


002460
002460

PROGRAMMED
BY MIROSLAW LIMANOWICZ
AND JANUSZ PELC

FRED

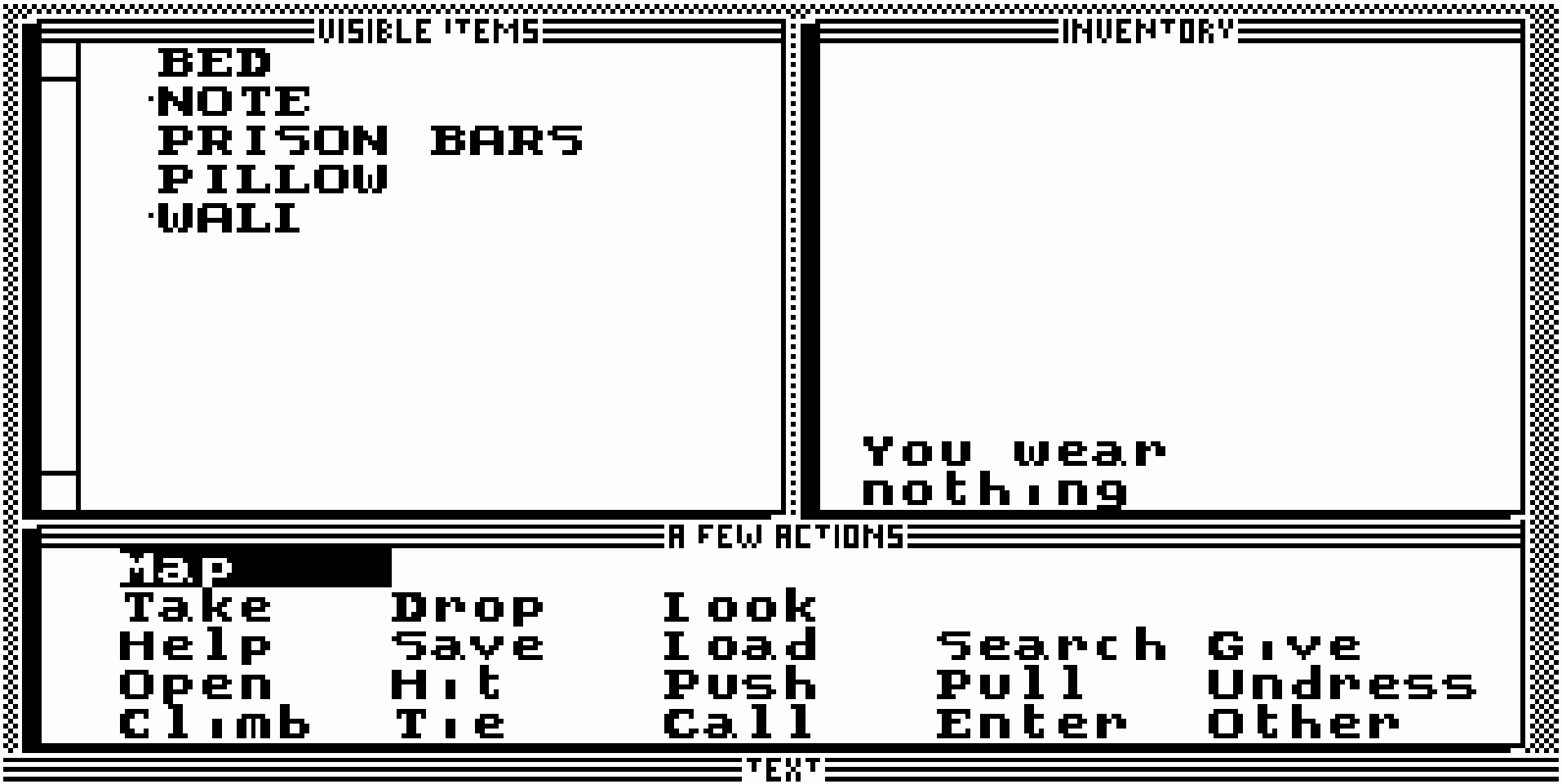


GRAPHICS AND MUSIC
BY JANUSZ PELC

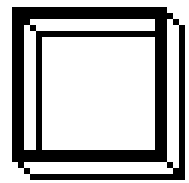
© 1991 QUEDOPE AGENCY

FULL OF ADVENTURES AND




VISIBLE ITEMS
BED
NOTE
PRISON BARS
PILLOW
WALL
INVENTORY
You wear
nothing
A FEW ACTIONS
Map
Take
Drop
Look
Help
Save
Load
Search
Give
Open
Hit
Push
Pull
Undress
Climb
Tie
Call
Enter
Other
TEXT

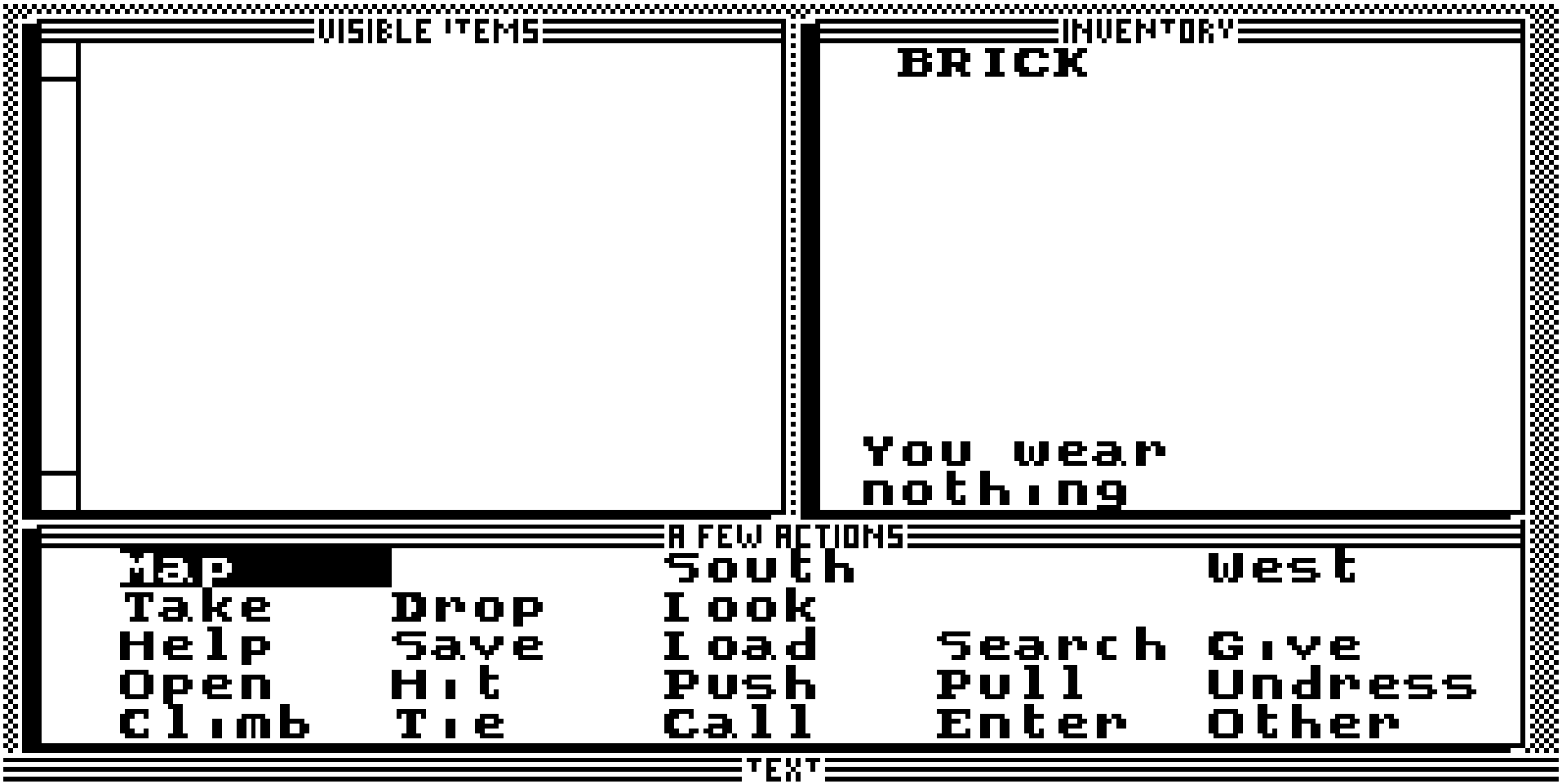
Basement



Print this map ? (Y/N)

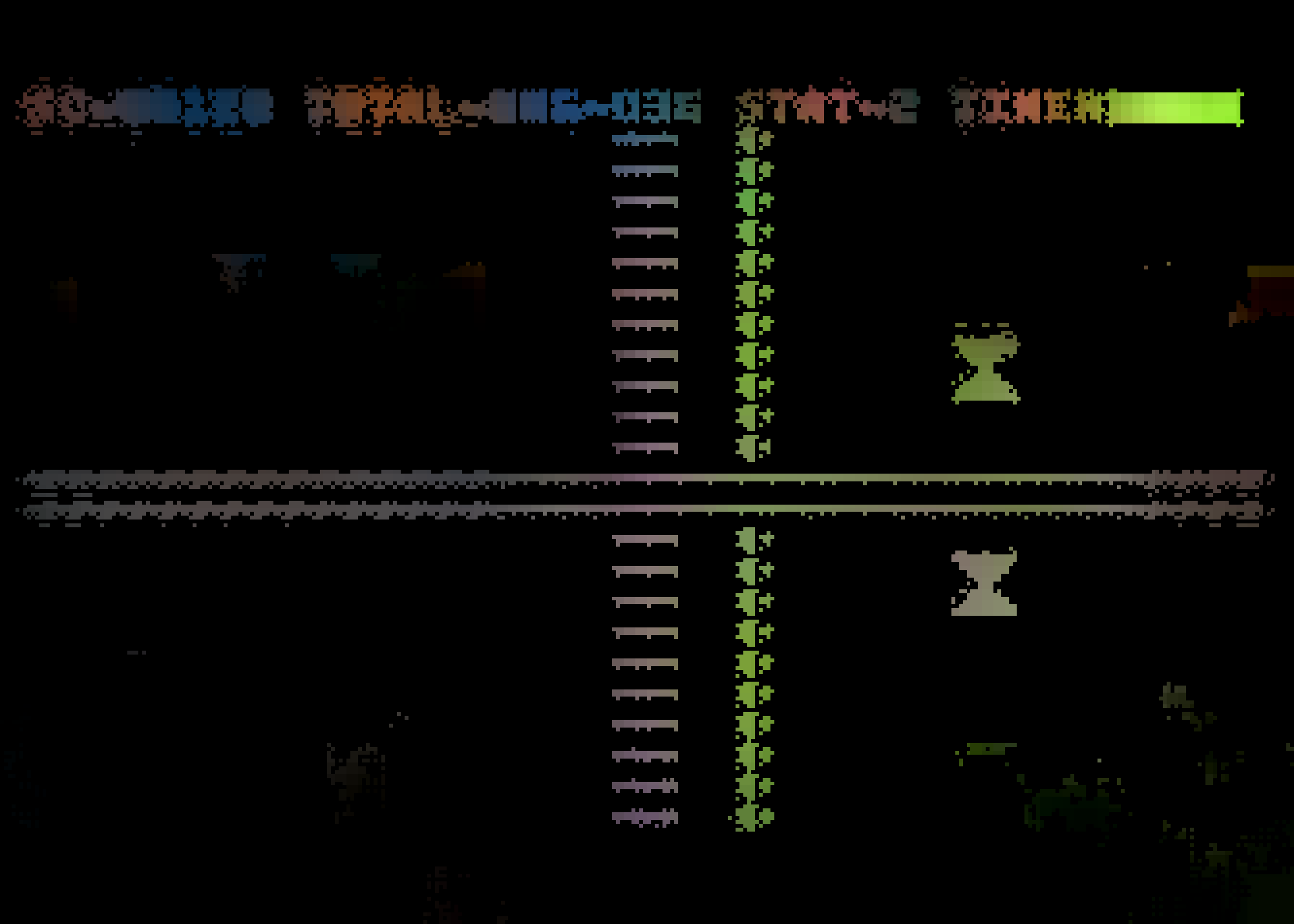


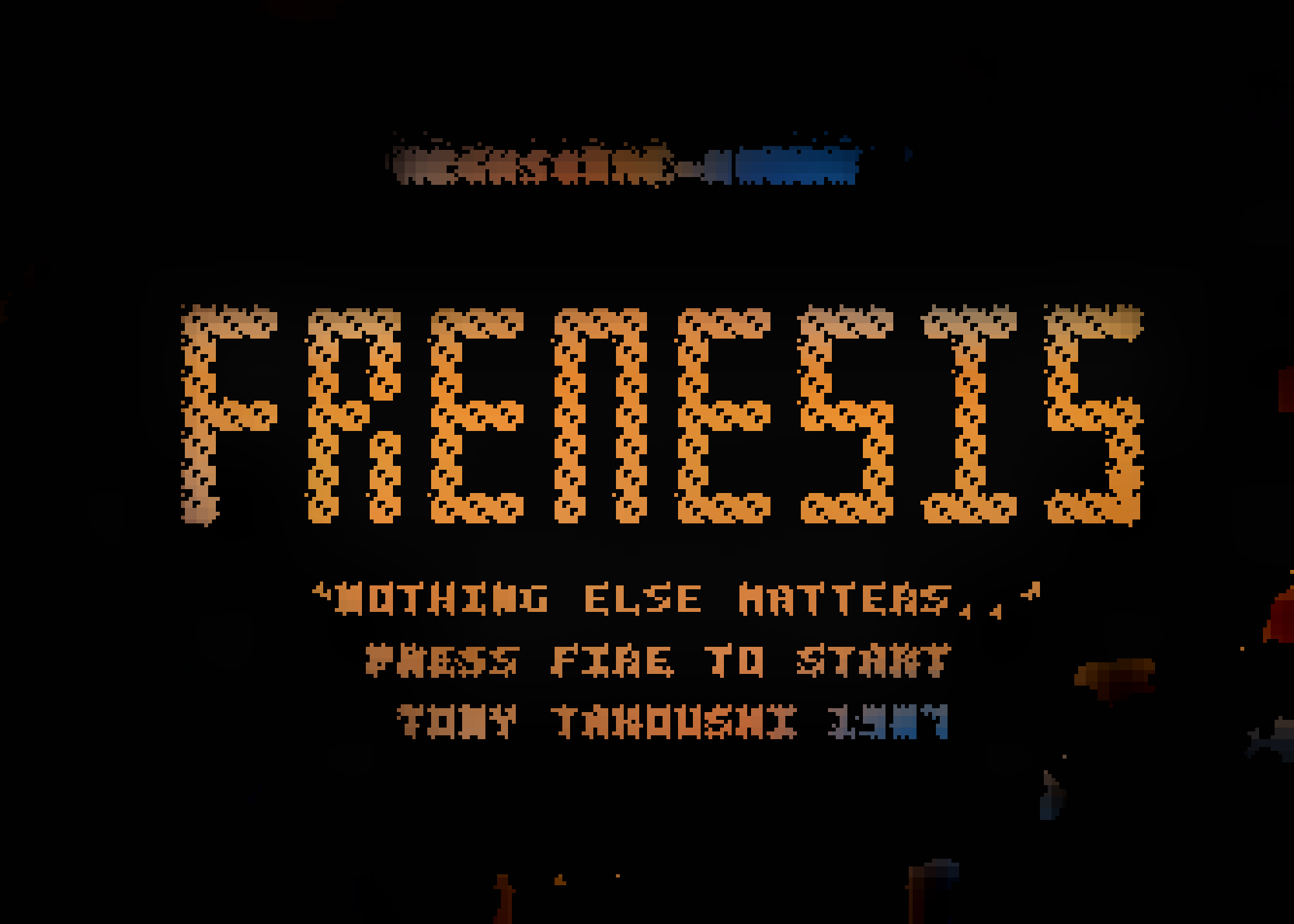


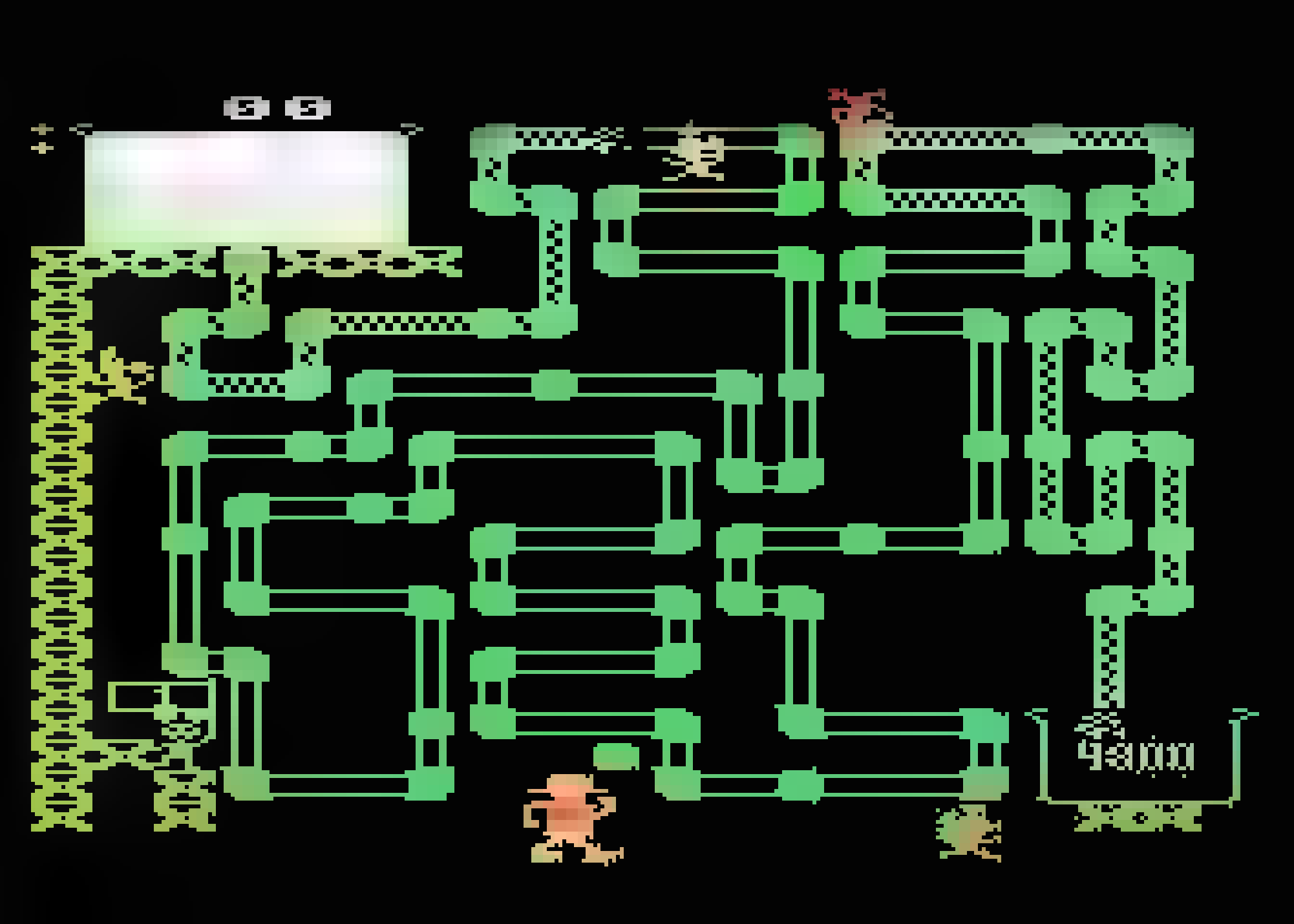

VISIBLE ITEMS
INVENTORY
BRICK
You wear
nothing
A FEW ACTIONS
Map
South
West
Take
Drop
Look
Help
Save
Load
Search
Give
Open
Hit
Push
Pull
Undress
Climb
Tie
Call
Enter
Other
TEXT

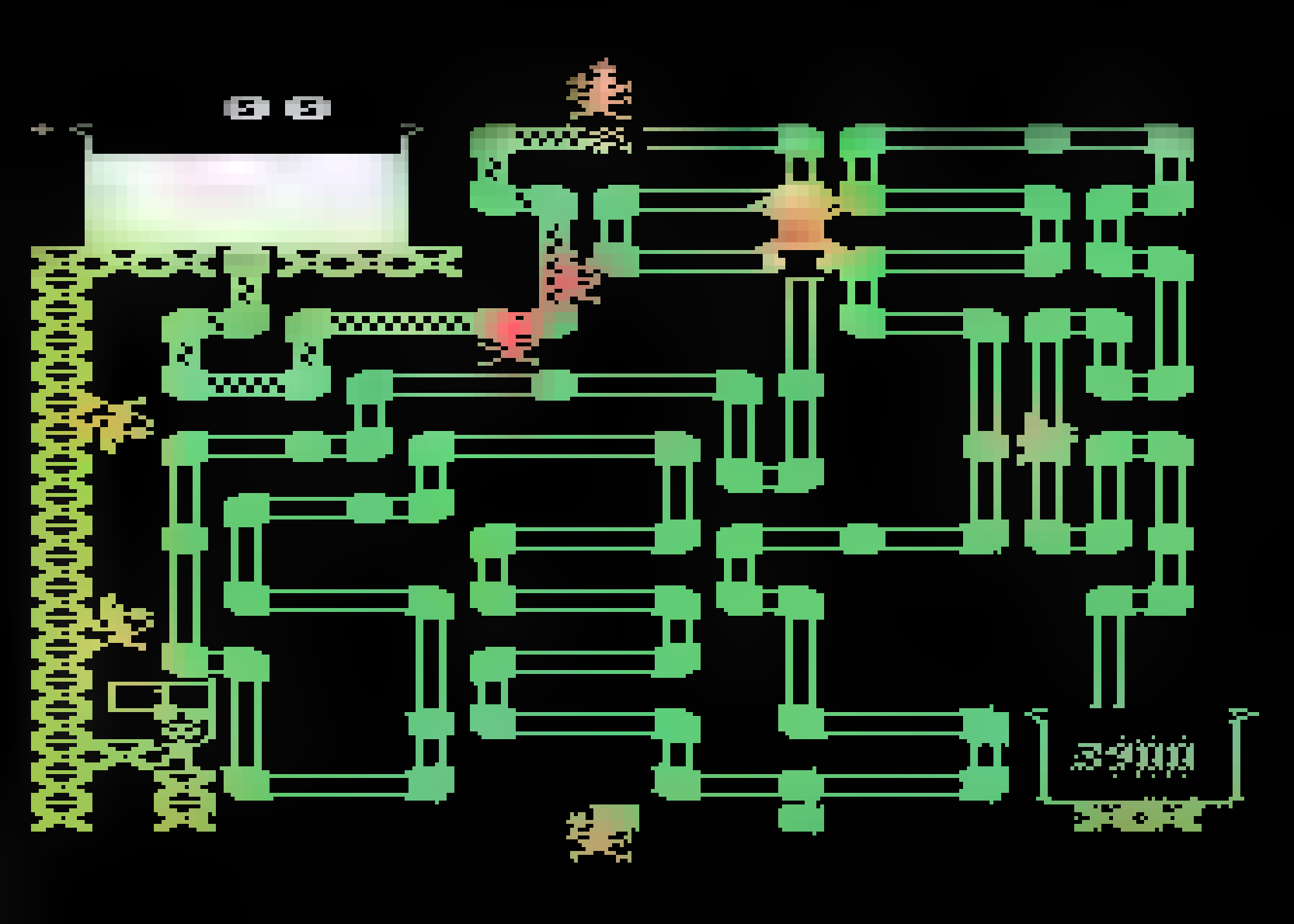



FREE



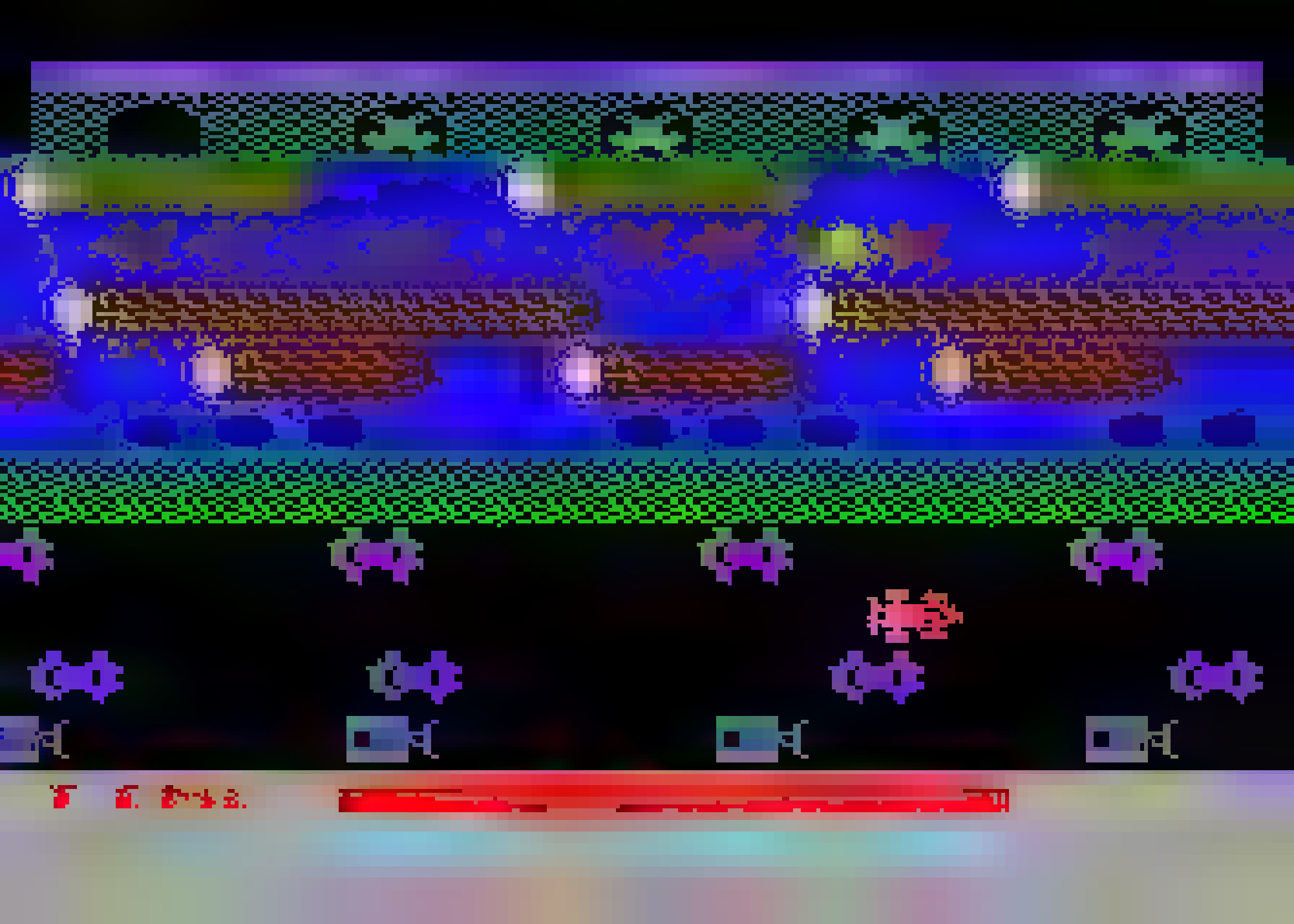

FRENESIS
"NOTHING ELSE MATTERS..."
PRESS FIRE TO START


66

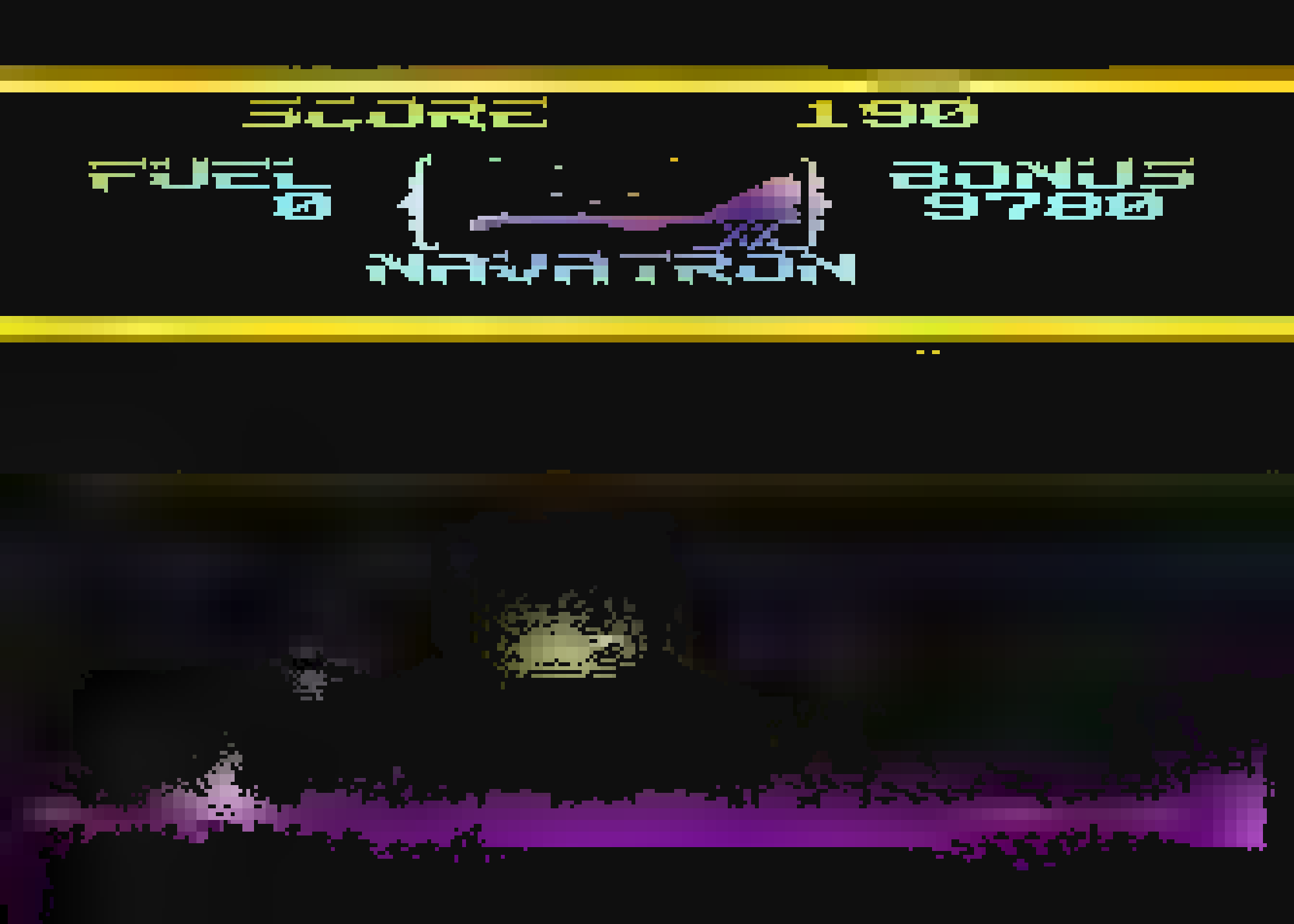


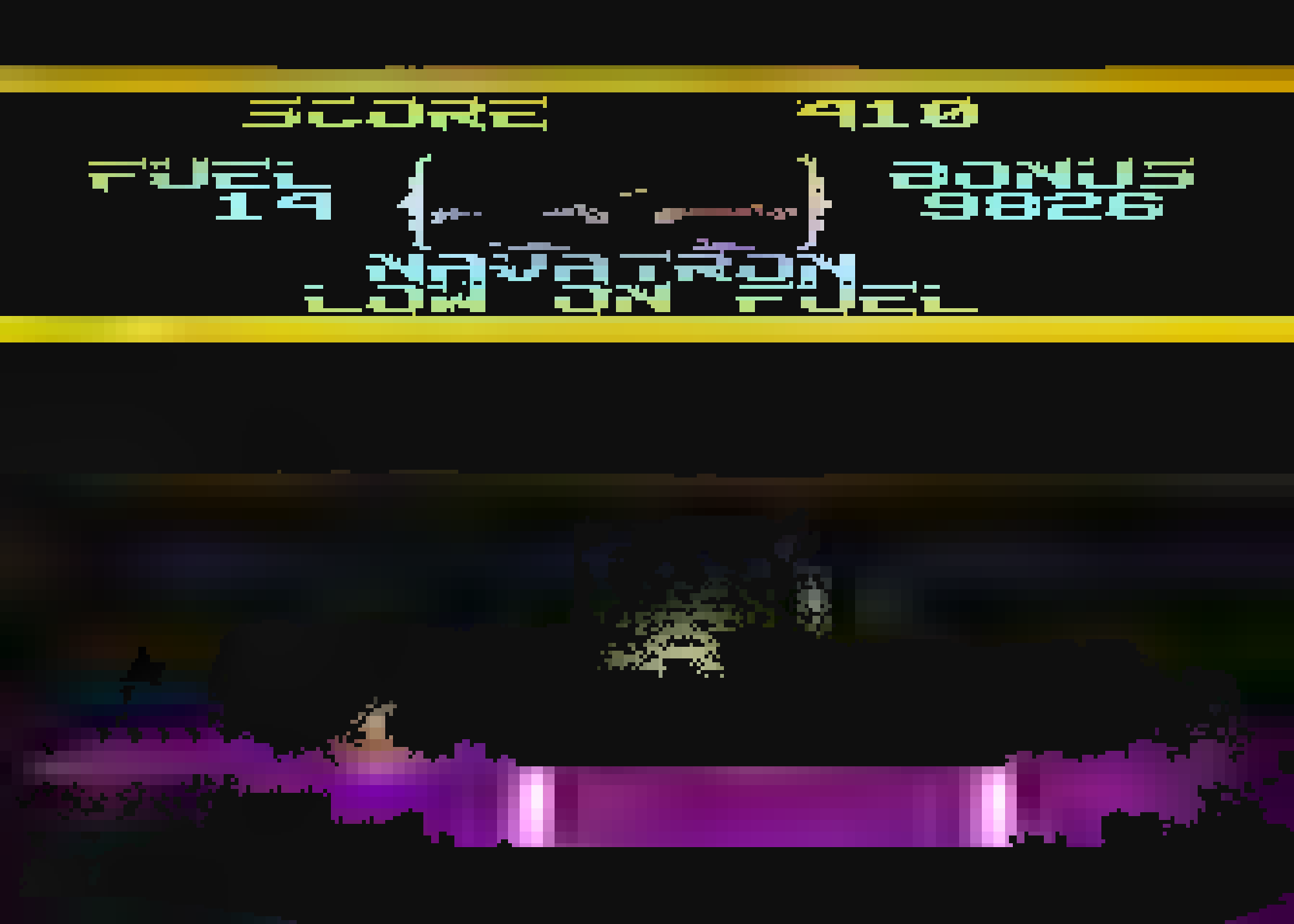
FRISKY TOM






SCORE
0
FUEL
94
BONUS
9987
LOW ON FUEL


SCORE 190
FUEL 0
BONUS 9780
NAVATRON


SCORE 410
FUEL
19
BONUS
9826

Part Approved
of Steve Hall

Copyright 1882
Stephen Sherwood


PLAYERS : 04 LEVEL : 01 CLASS : 01

COSMI

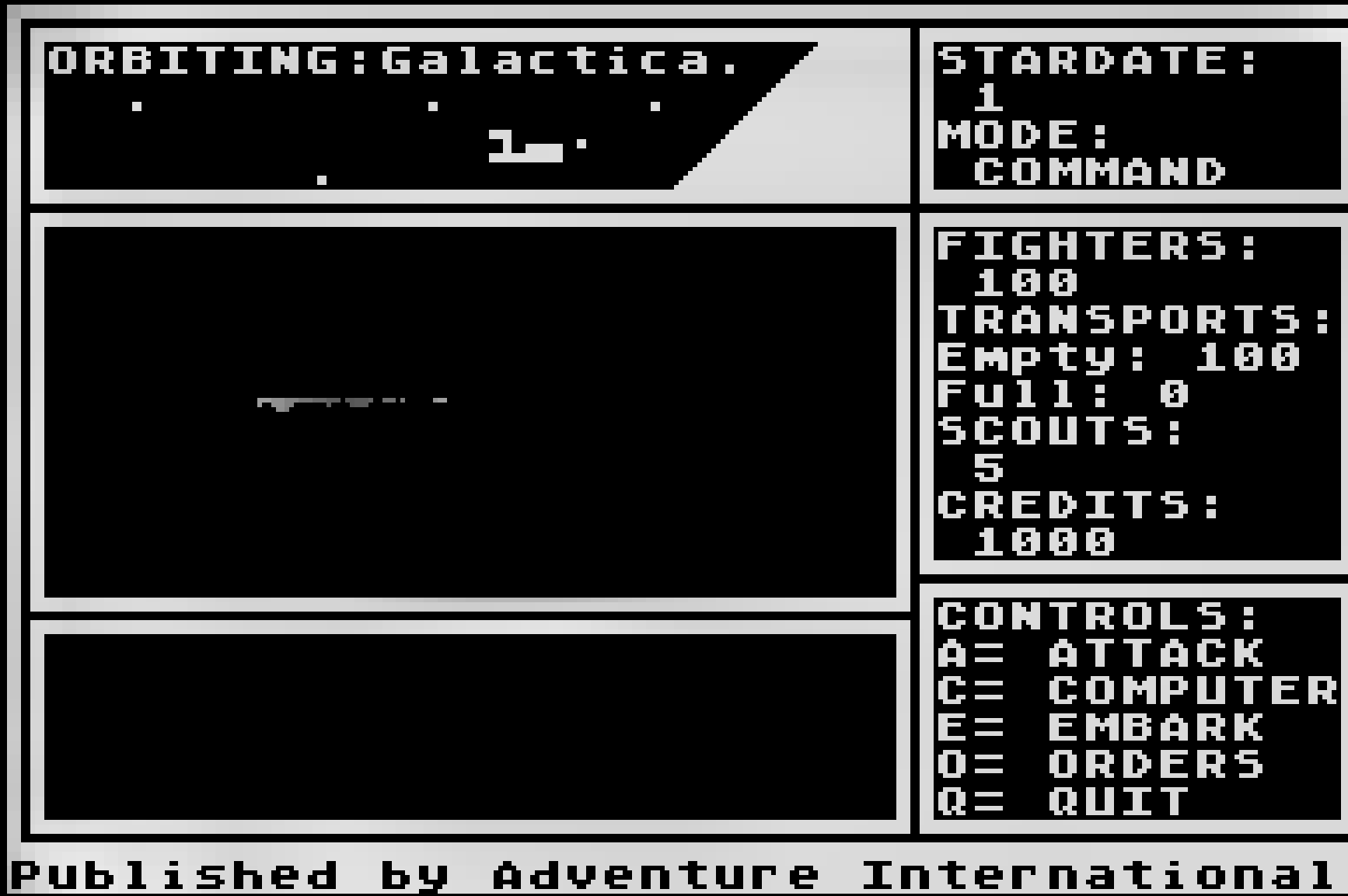
GALACTIC AVENGER

(C) 1982 COSMI






GALACTIC CHASE
BY JEK STEPEK SOFTWARE


ORBITING:Galactica.
STARDATE:
1
MODE:
COMMAND
FIGHTERS:
100
TRANSPORTS:
Empty: 100
Full: 0
SCOUTS:
5
CREDITS:
1000
CONTROLS:
A= ATTACK
C= COMPUTER
E= EMBARK
O= ORDERS
Q= QUIT
Published by Adventure International

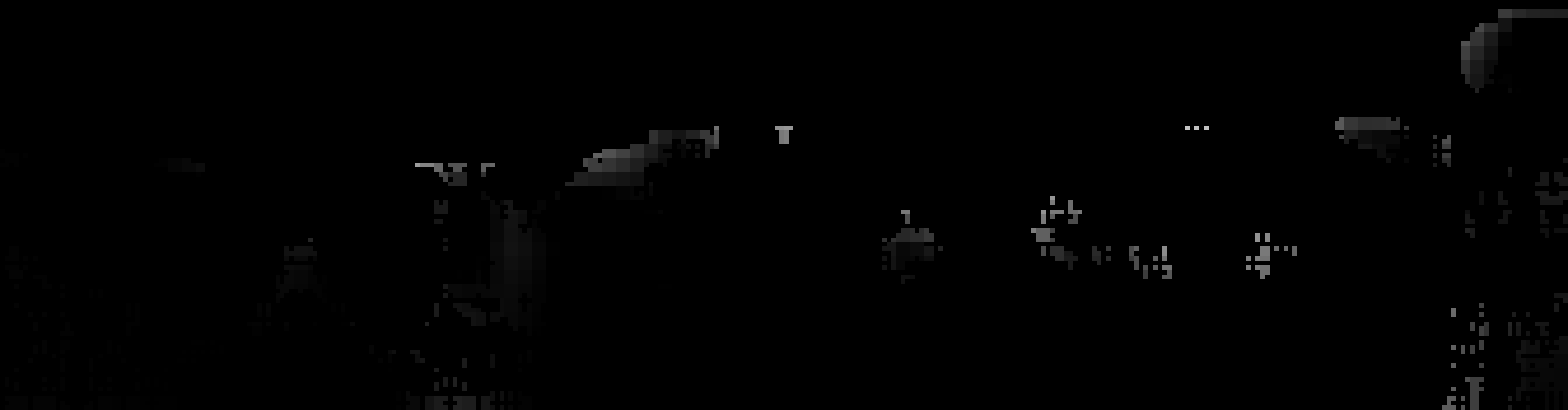

ORBITING:Galactica.
STARDATE:
1
MODE:
COMPUTER
PLANETARY DIRECTORY:
EMPIRE:
Galactica
INDEPENDENT:
Moonsweep
Yang-Tzu
Twryx
Kgotla
Llythll
Viejo
Eventide
Zoe
Novena
Harkon
Pryoc
Bok
Farside
Alhambra
Utopia
Drassa 2
Javiny
Sparta
Ootsi
PRESS ANY KEY TO CONT.
FIGHTERS:
100
TRANSPORTS:
Empty: 100
Full: 0
SCOUTS:
5
CREDITS:
1000
CONTROLS:
A= ATTACK
C= COMPUTER
E= EMBARK
O= ORDERS
Q= QUIT
GALACTIC EMPIRE VERSION 1.0

GALACTIC EMPIRE

By Doug Carlston & David H. Simmons
Copyright (c) 1981 by Doug Carlston
Published by Adventure International
P.O. Box 3435 • Longwood, Fl. 32750

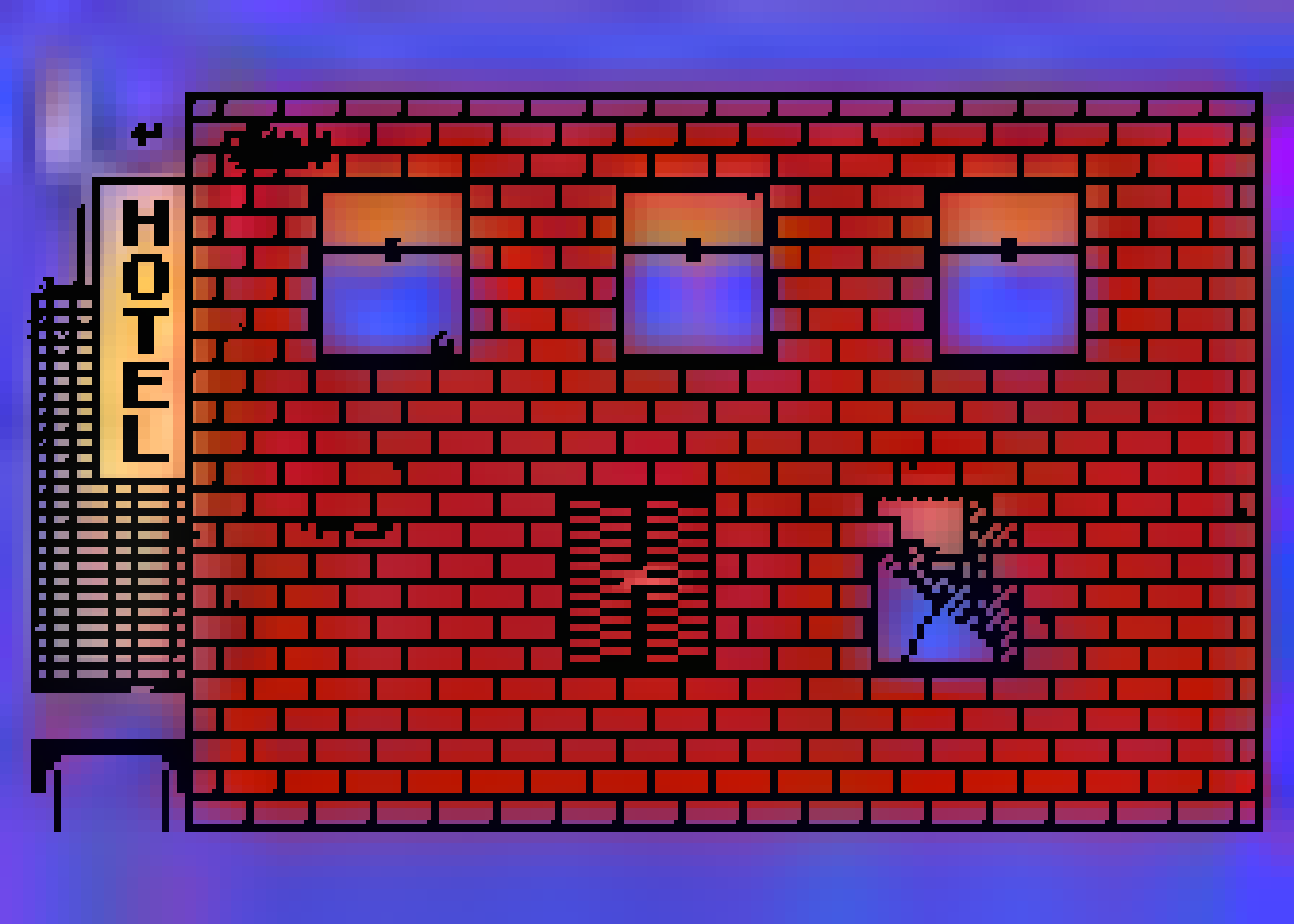
1. START NEW GAME
2. LOAD SAVED GAME FROM TAPE/DISK

YOUR CHOICE?



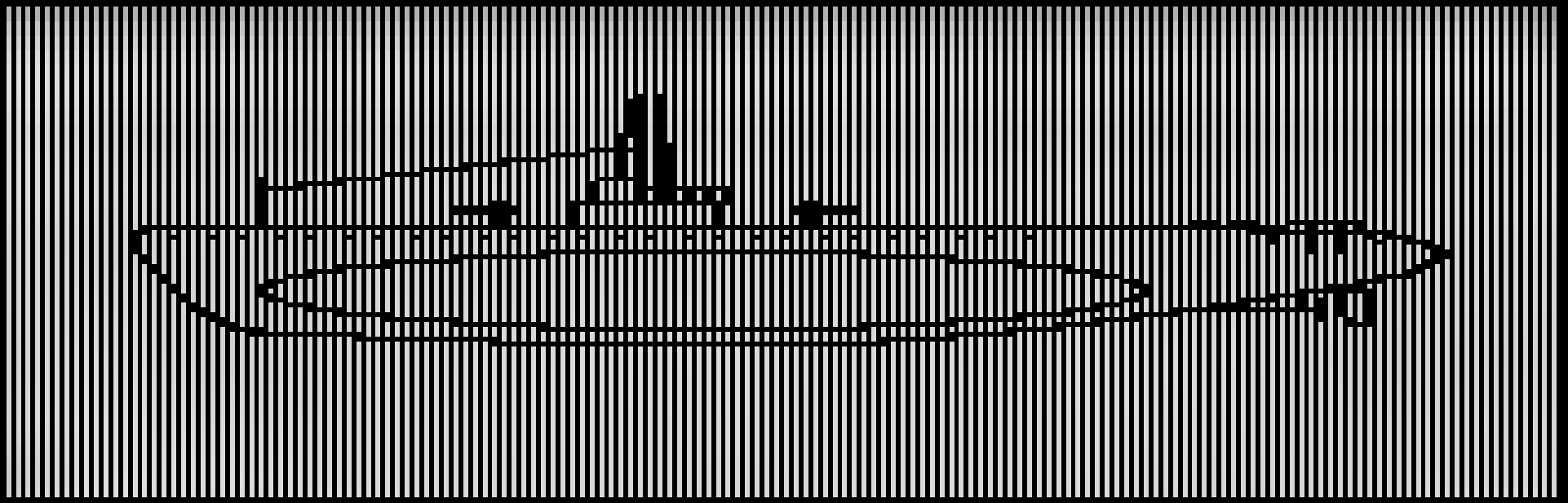





HOTEL


GANGSTERSVILLE
Scritto da Emanuele Bergamini
nel 1988 By Lindasoft
Premi

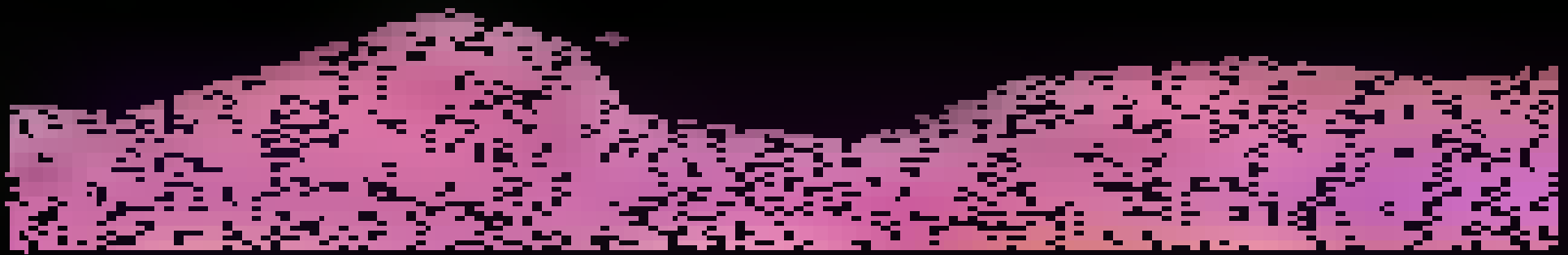

DEPTH
SPEED
HEADING
FUEL
BATT
CHARGING
TORPEDOES
POWER
ENGINE
DAMAGE
VIEW



[1] NORMAL PLAY
[2] DEMONSTRATION
[3] HISTORY AND SPECIFICATIONS

PLEASE ENTER AN ITEM NUMBER
FROM THE ABOVE MENU





Screen	Damage	Score
01	17	00006460

FIRING BOLTS


Screen
03
Damage
20
Score
00004150
FIRING BOLTS

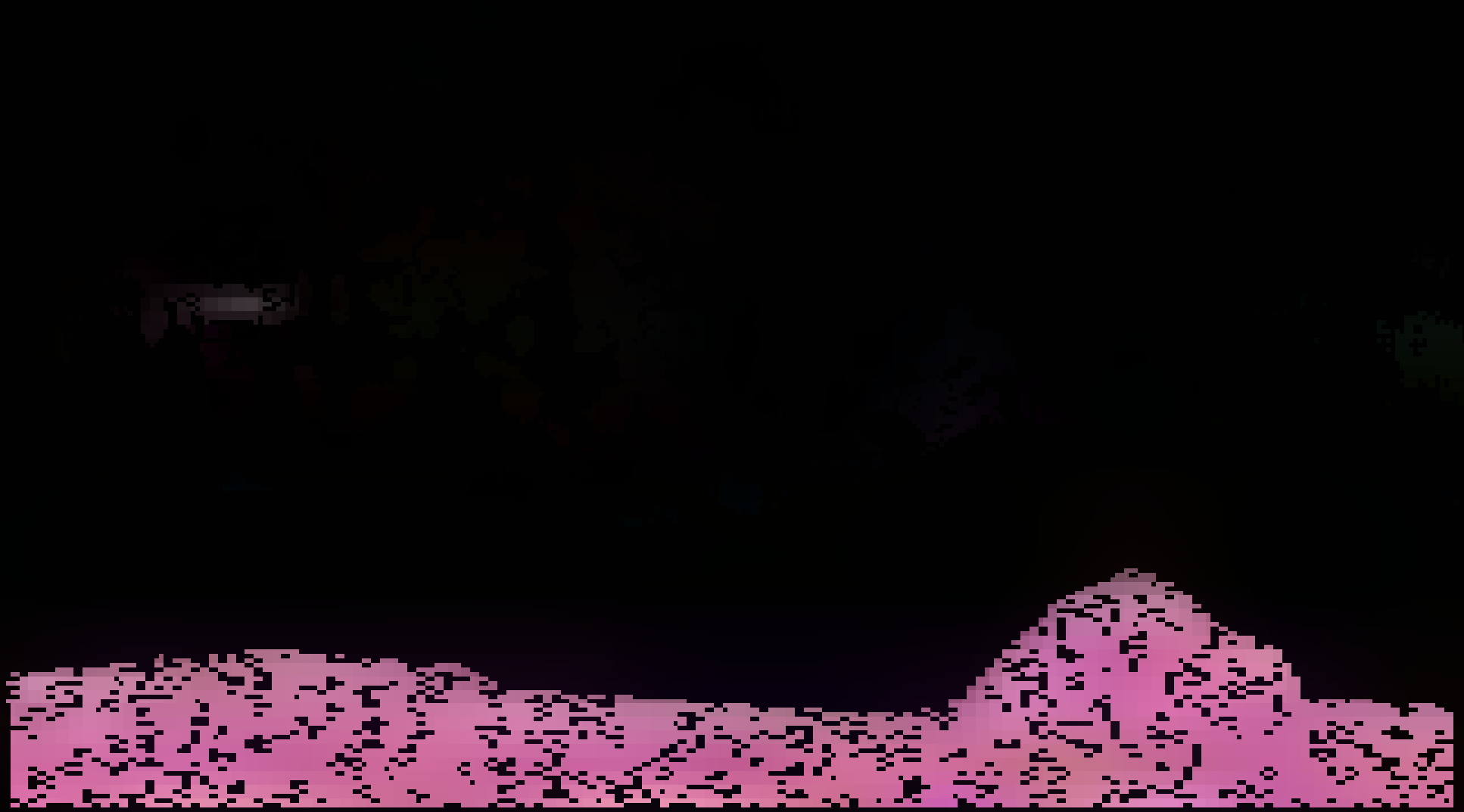
GAUNTLETAK

LEVEL: ONE
EXIT TYPE: NET
GAME LENGTH:
TERRAIN: NORMAL

SCORES

HIGH	LAST
00000000	00000000


Screen
01
Damage
30
Score
00000850
FIRING BOLTS
[10]


Screen
02
Damage
30
Score
00003100
FIRING BOLTS
[16]

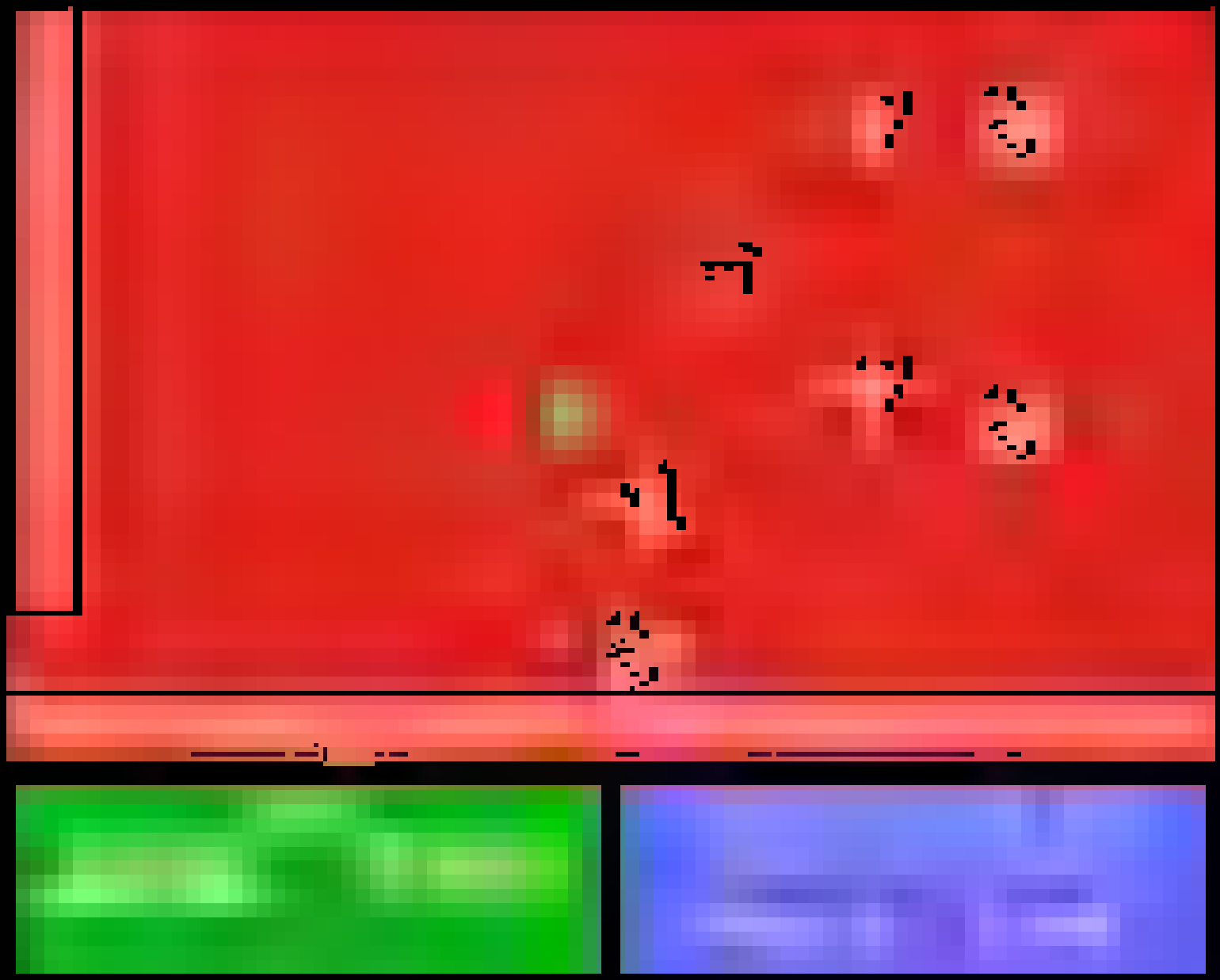
GAUNTLET

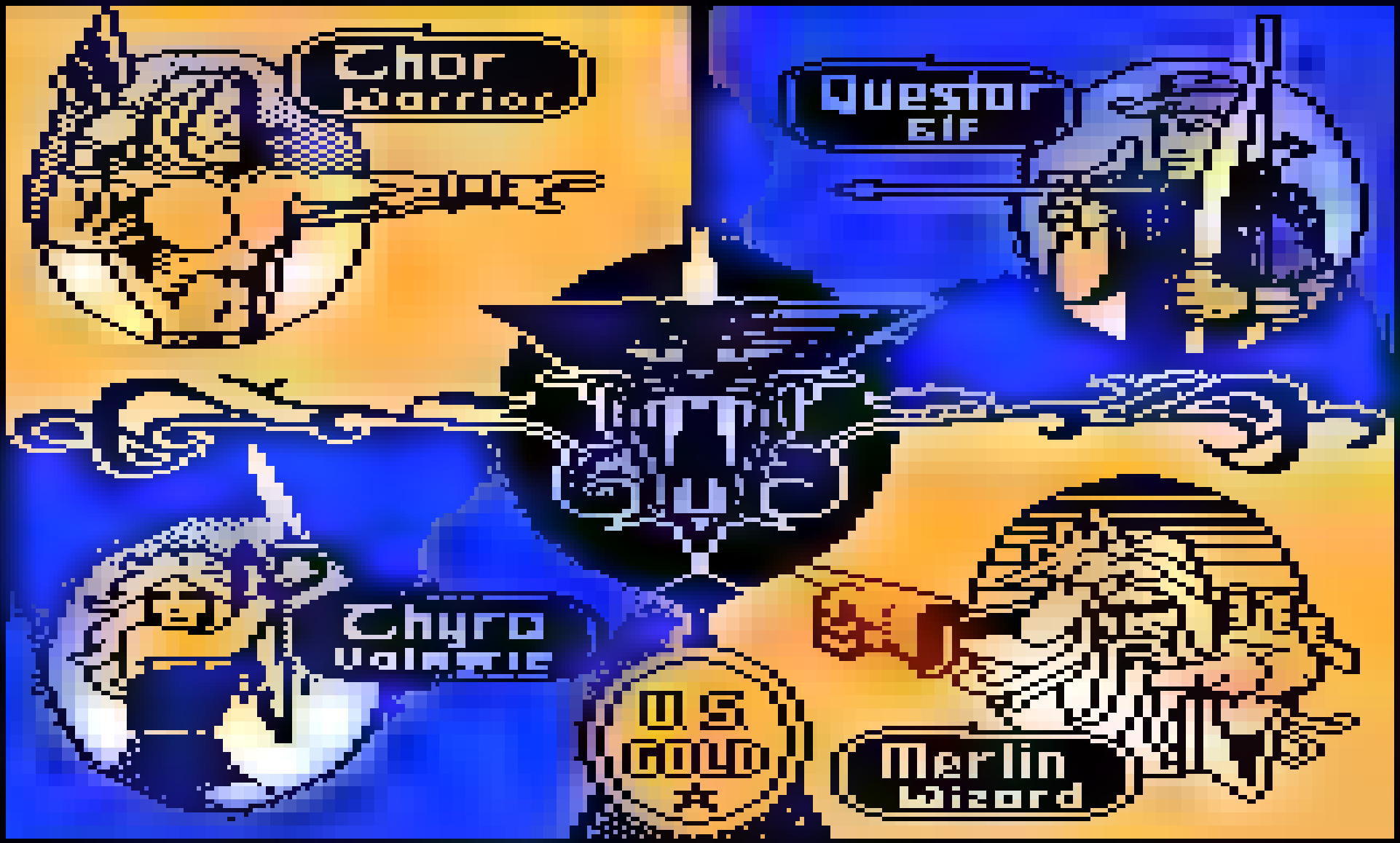
LEVEL: NOVICE
EXIT TYPE: HIT
GAME LENGTH: ALL
WEAPON: MISSILES
TERRAIN: NORMAL

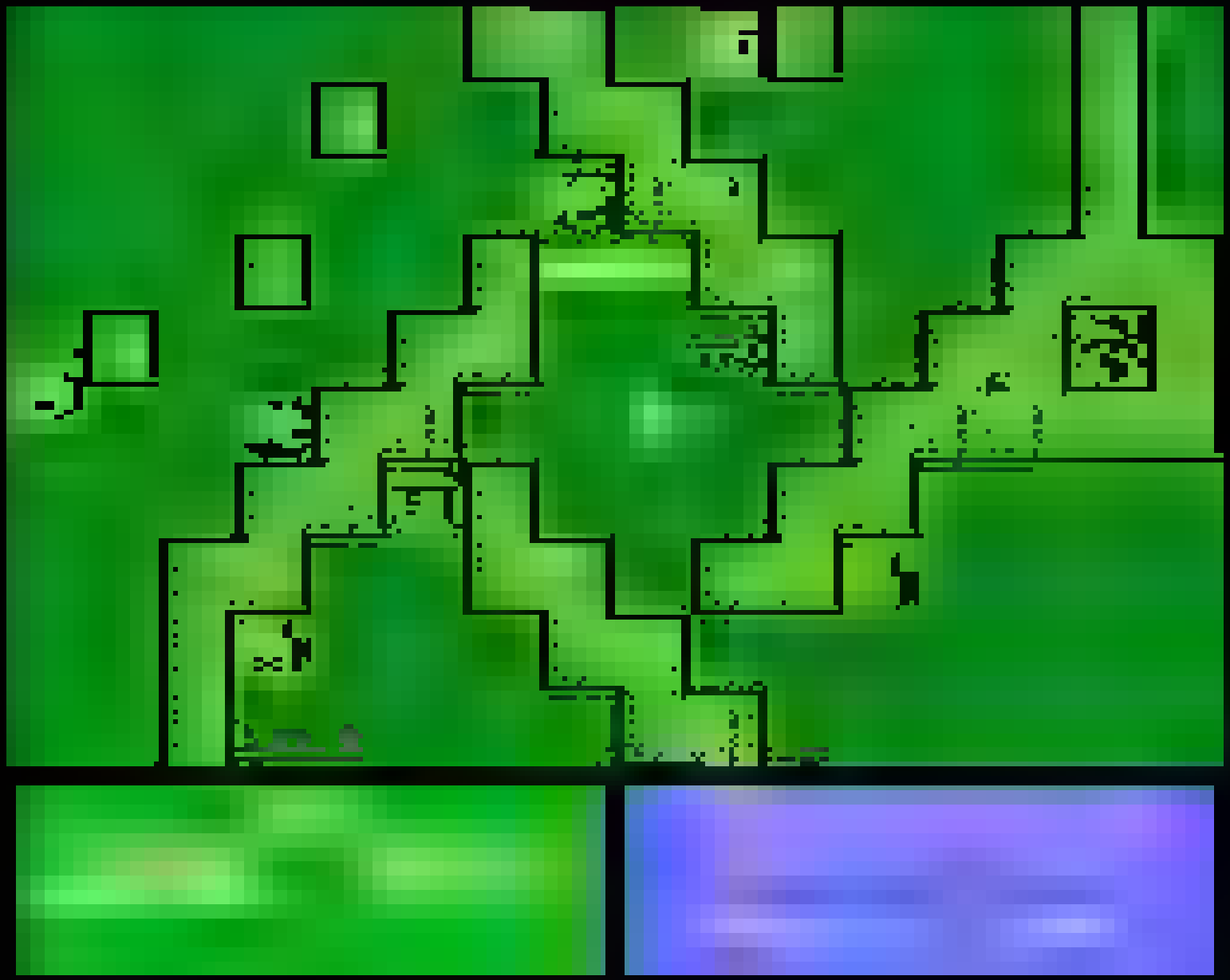
SCORES

HIGH	LAST
00000000	00000000

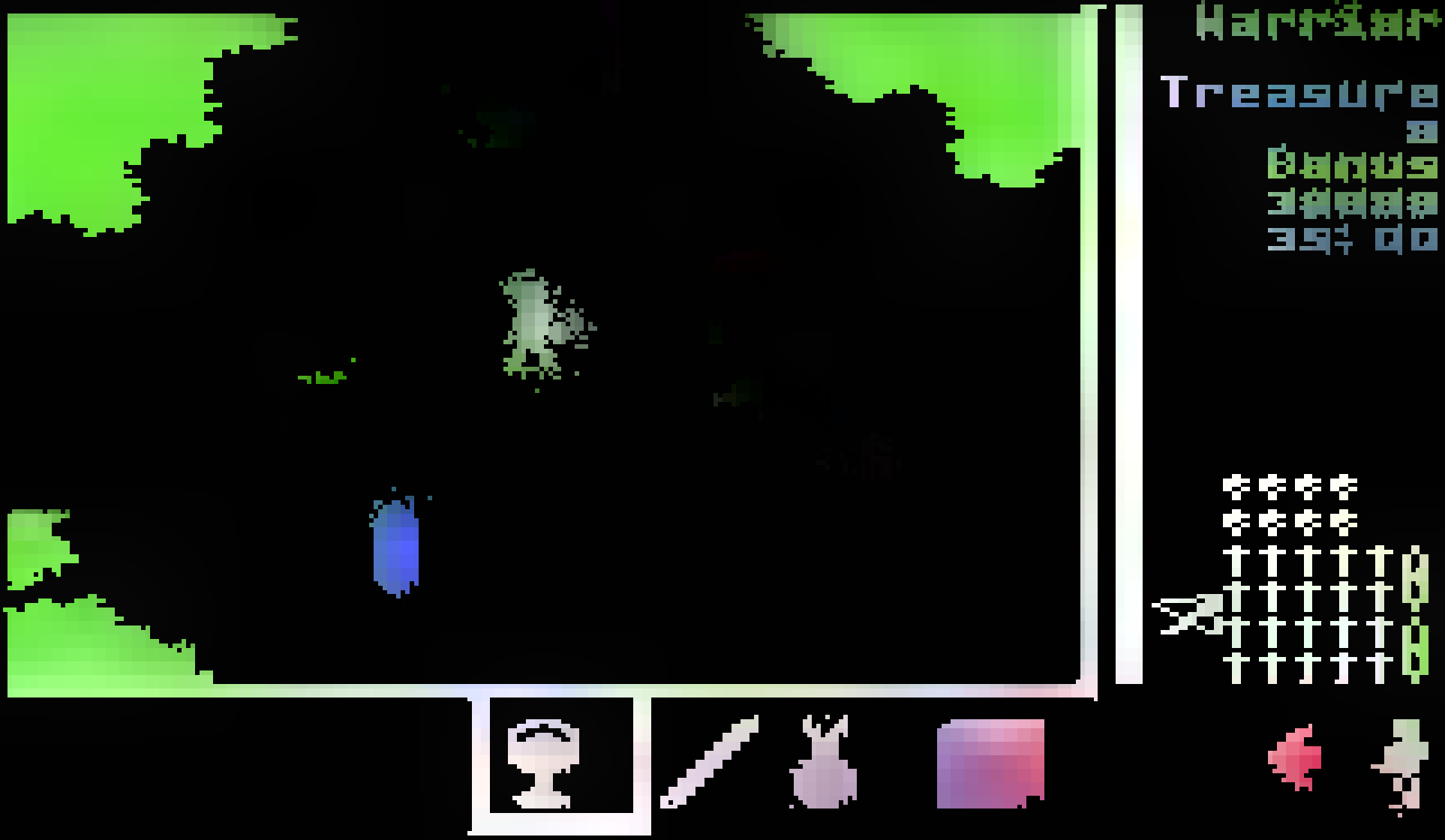
Copyright 1984 by Donald R. Lebeau



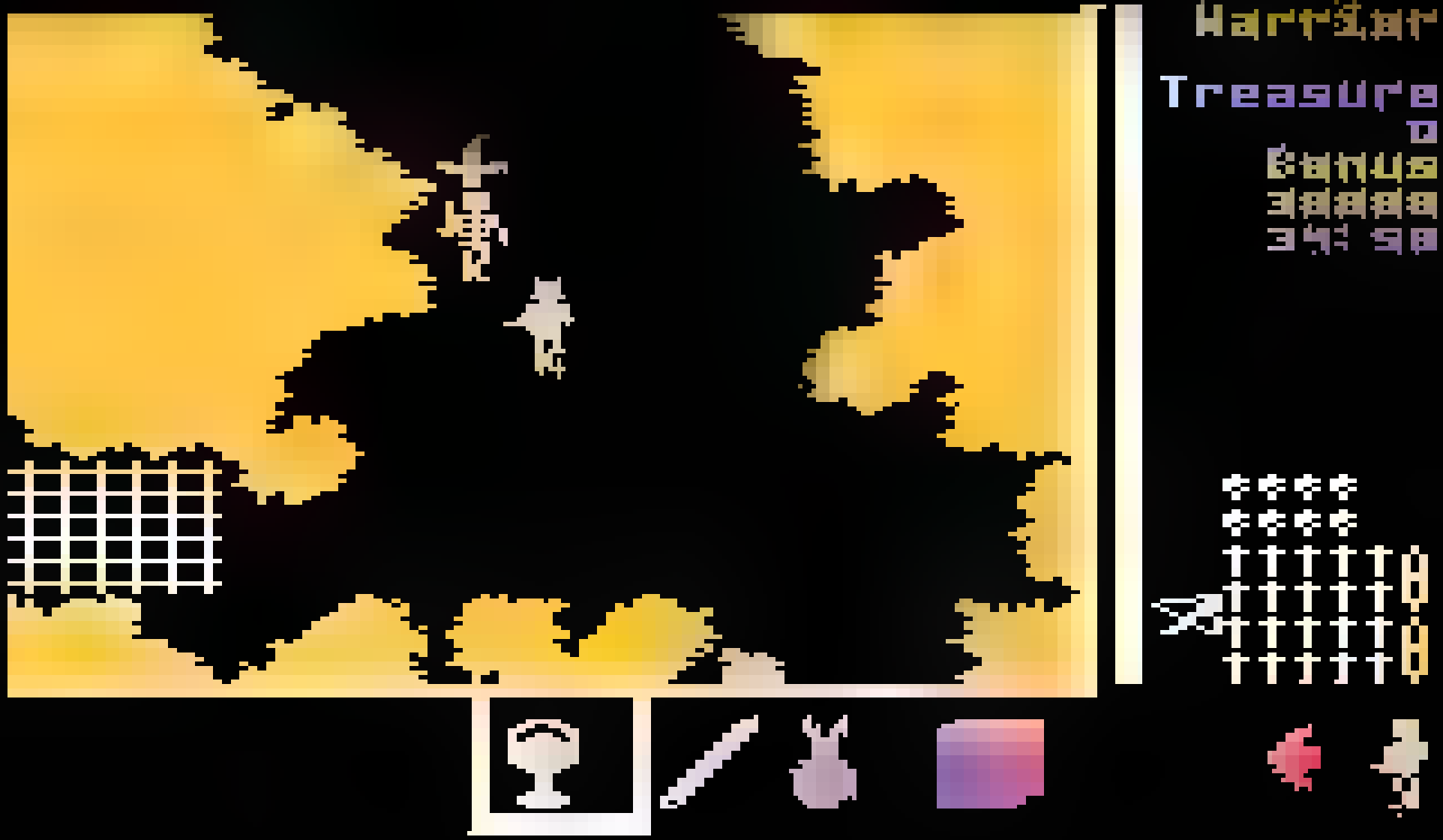

Chor
Warrior
Questor
Elf
Chyrd
Merlin
Wizard
US
GOLD



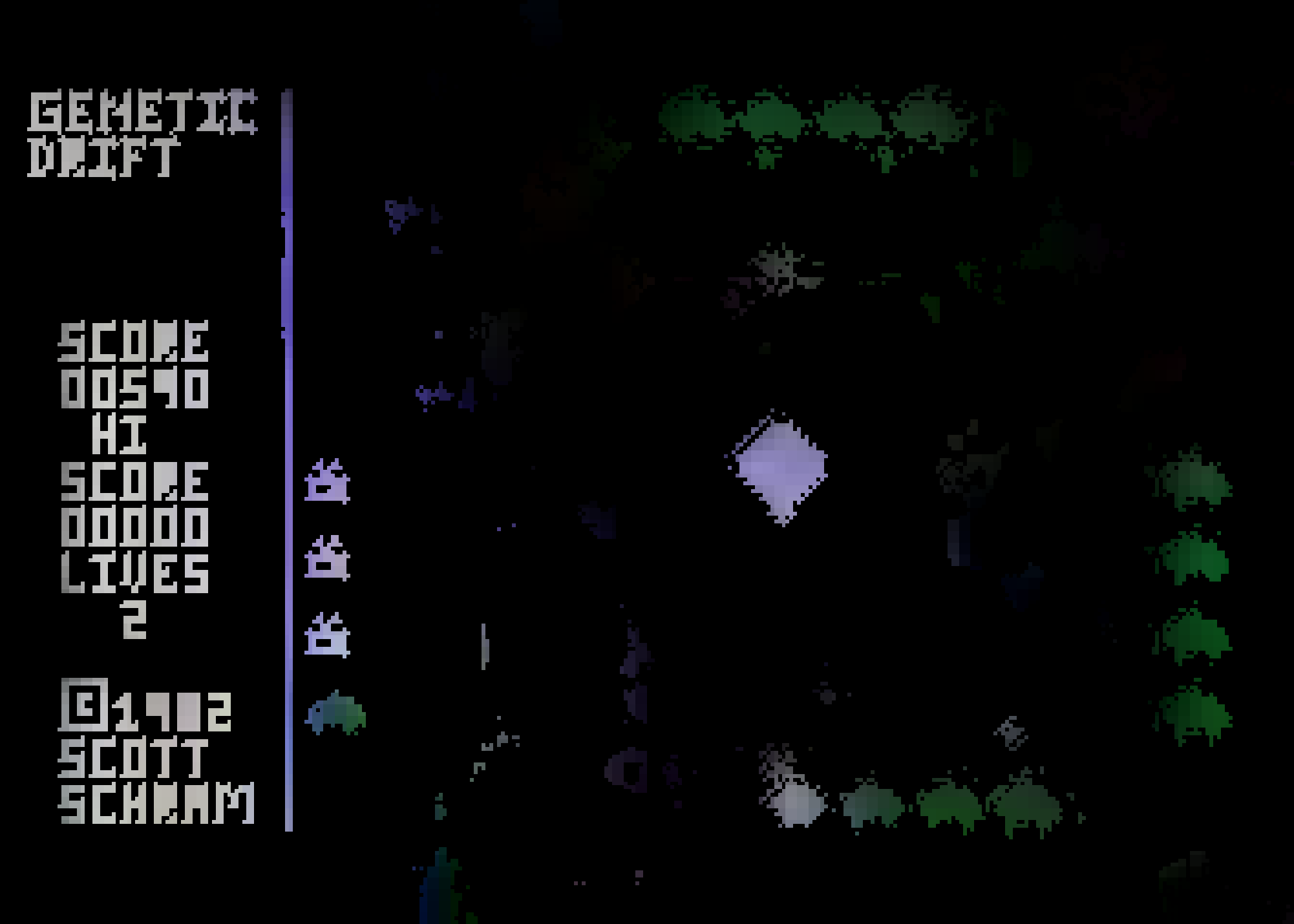


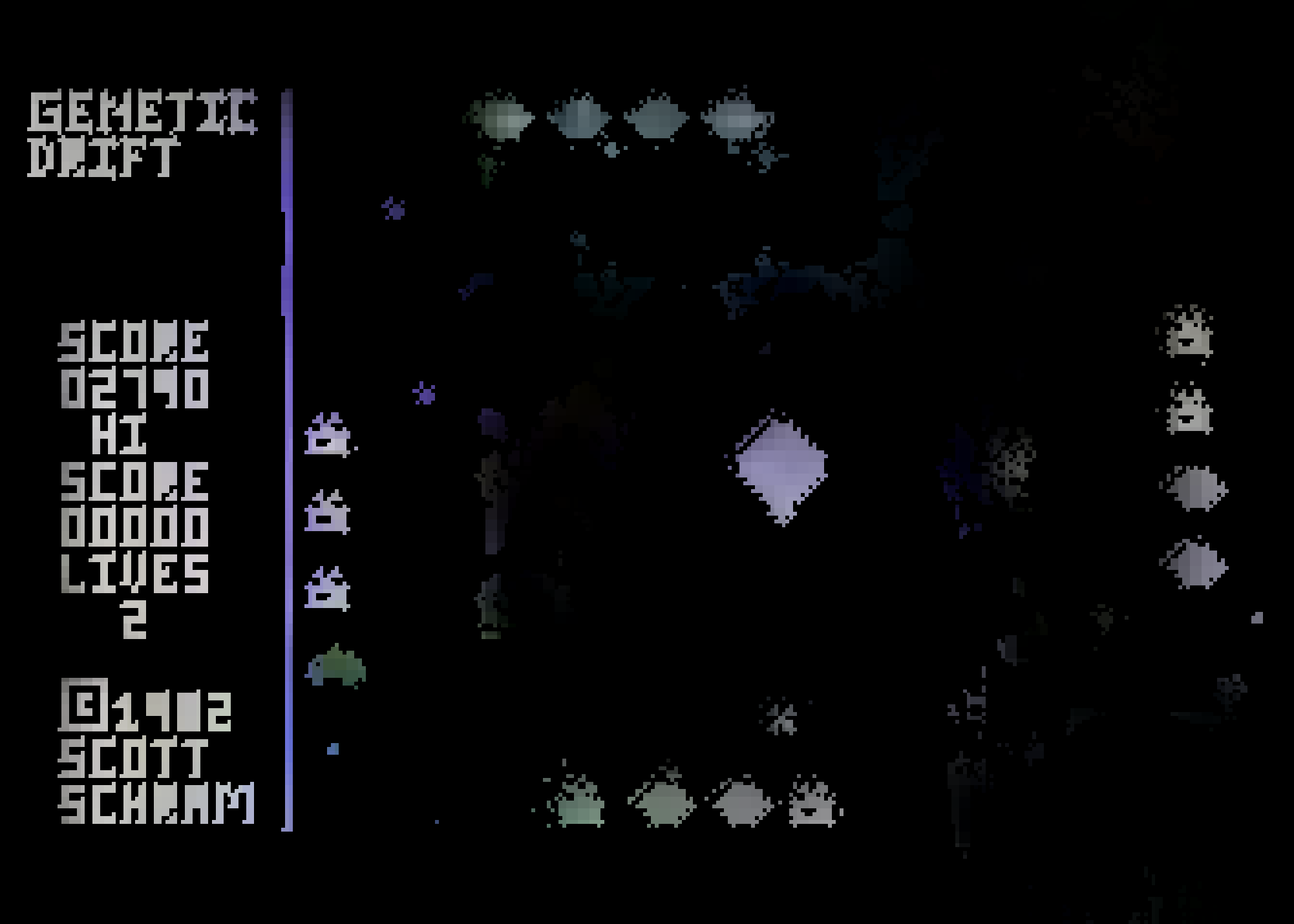

Treasure
8
Bonus




Treasure


CE
WARRIOR


GENETIC
DRIFT
SCORE
00590
HI
SCORE
00000
LIVES
2
©1982
SCOTT
SCHRAM


GENETIC
DRIFT
SCORE
02790
HI
SCORE
00000
LIVES
2
©1982
SCOTT
SCHRAM

Borderlurid Software

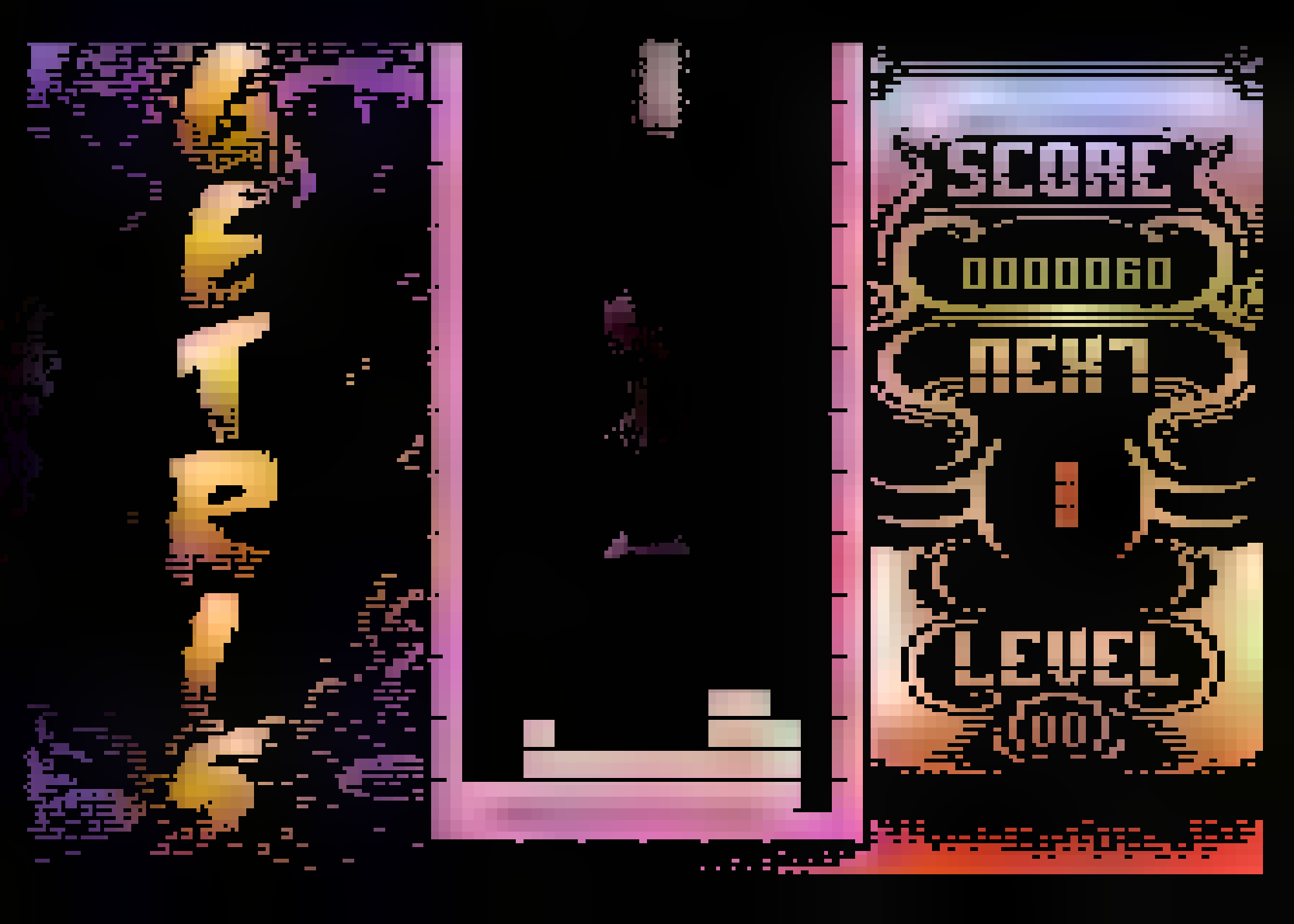


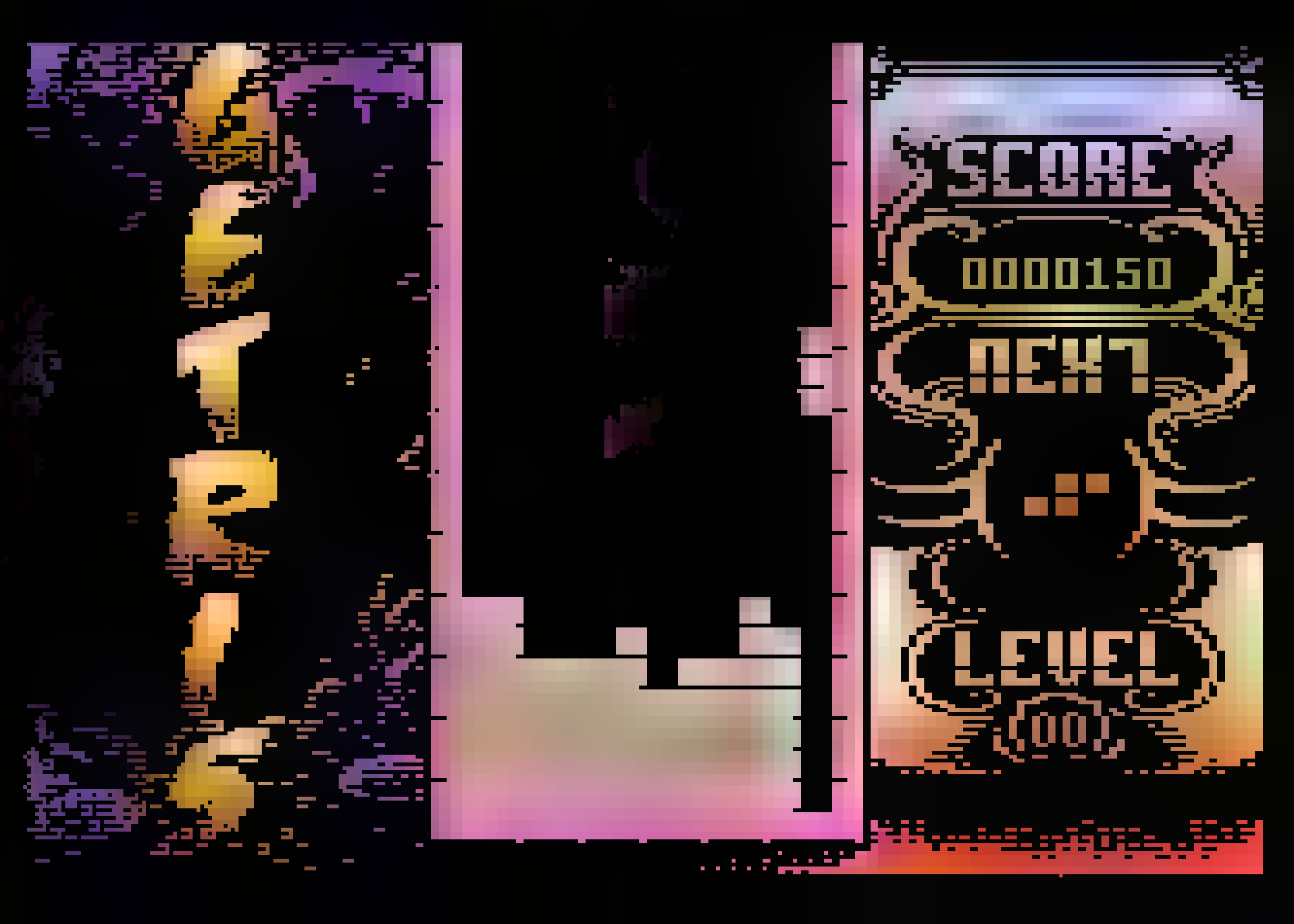
PRESENTS

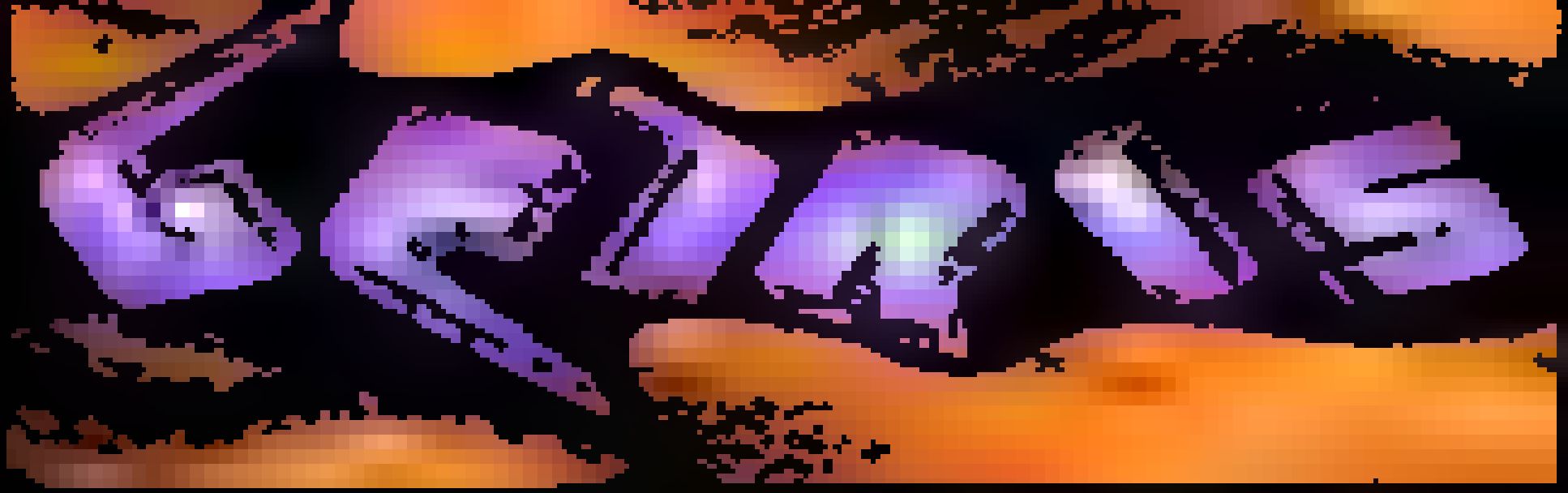
GENETIC DRIFT


STASH: $000000
GAS: 99
CASH: $000


GETAWAY!
by Mark Reid
COPYRIGHT 1982
PRESS START TO PLAY

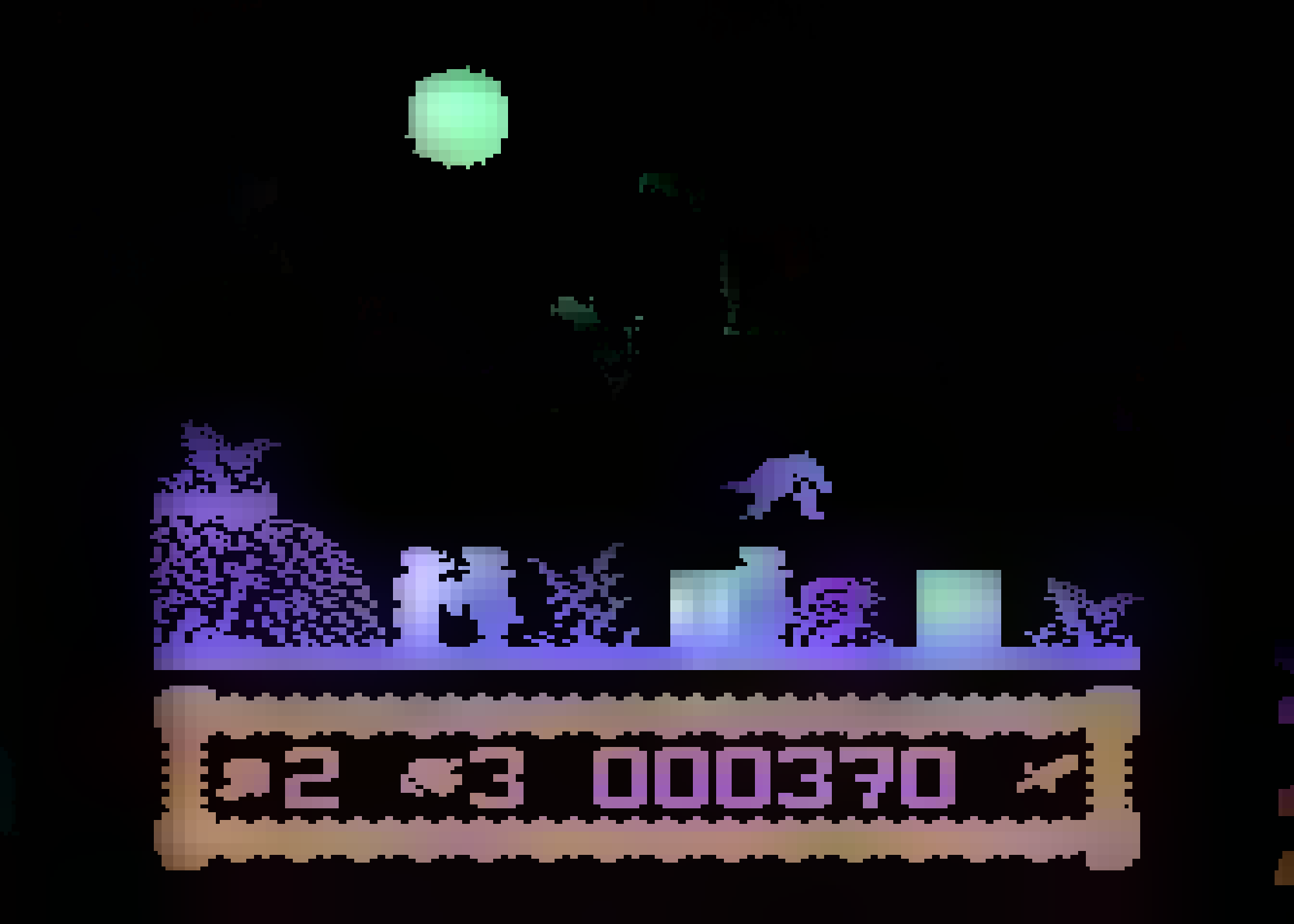

SCORE
0000060
NEXT
LEVEL
00


SCORE
0000150
NEXT
LEVEL
00



CODE: TEE
GFX: VIDOL
MSH: BEWD

Press FIRE or TAB to play
multi-line text


2
3
000370

GAMESAVE MENU

PROGRAMMING — DANIEL SELLERS
GRAPHICS — PAUL SELLERS
MUSIC — TOP BYTE

KEYS

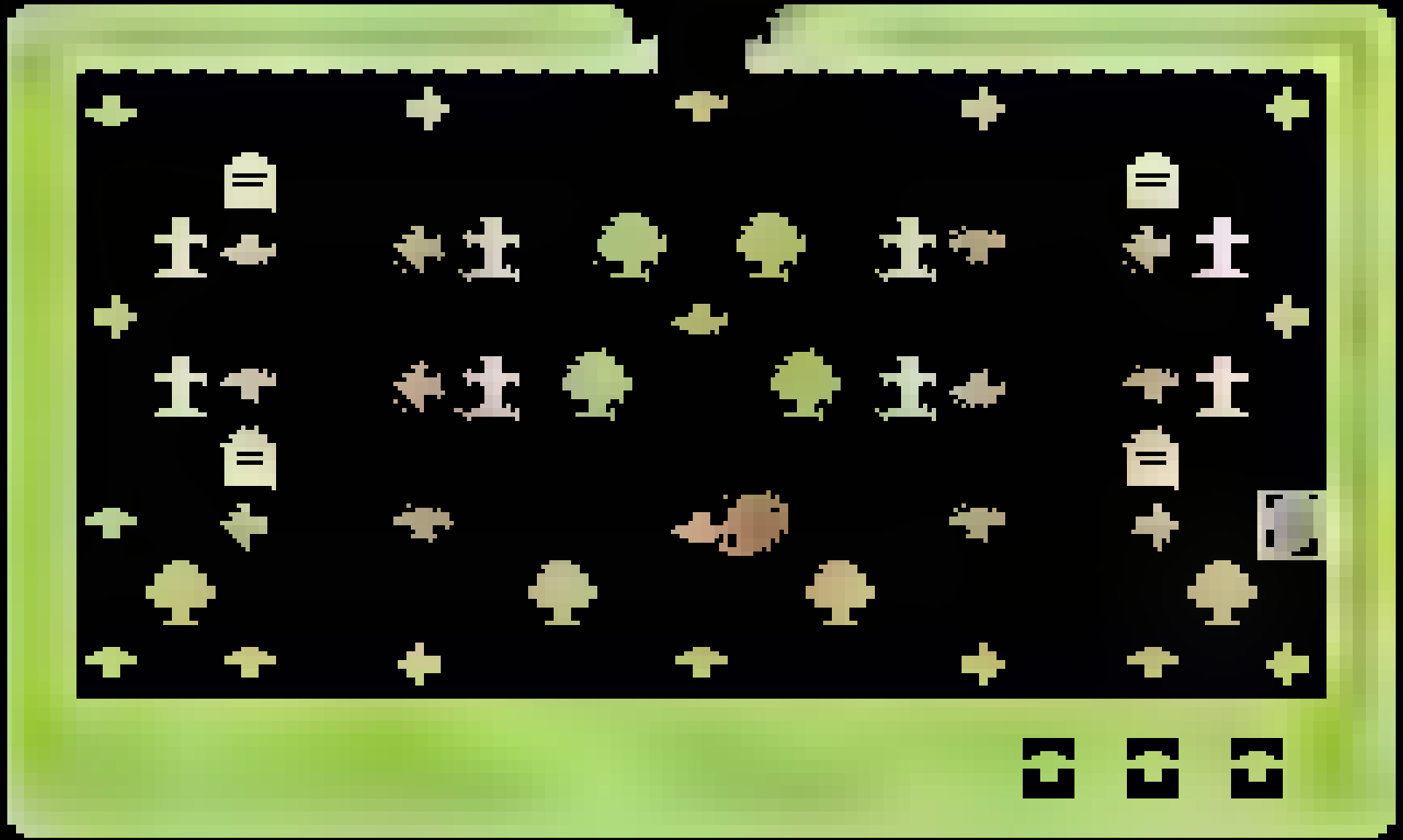
JOYSTICK UP — JUMP
JOYSTICK LEFT/RIGHT — MOVE
JOYSTICK DOWN — CROUCH/SHIELD
JOYSTICK'S BUTTON — FIRE

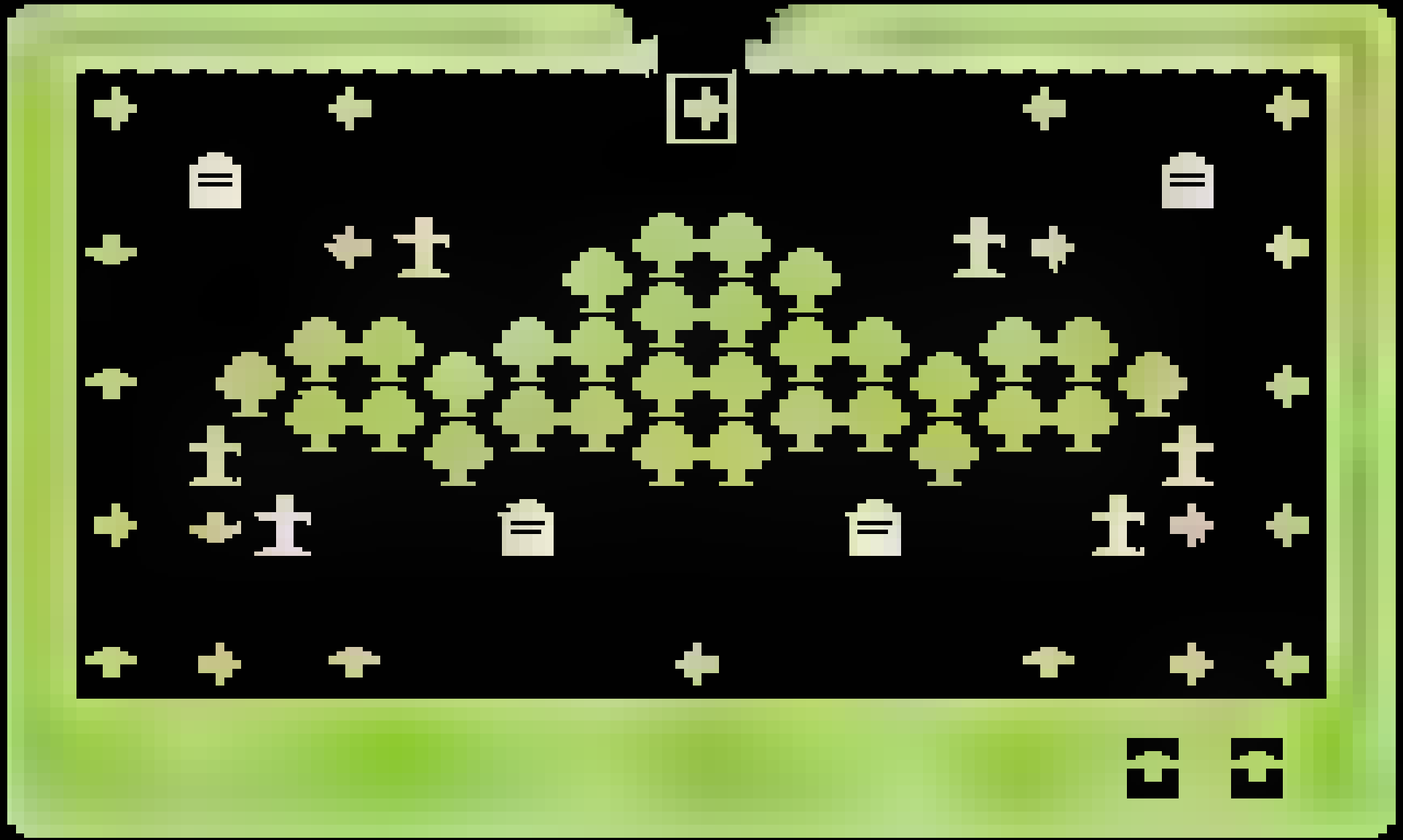
ESC — QUIT

AND THUS BOBBY'S SOUL GOT THE CARDIAC INFECTION...

PRESS FIRE TO START

GAMESAVE PRODUCTION 1993







City's PK Energy 0002 $500

ACTIVISION

Monitoring Equipment

Credit
$5200

PK ENERGY DETECTOR $400

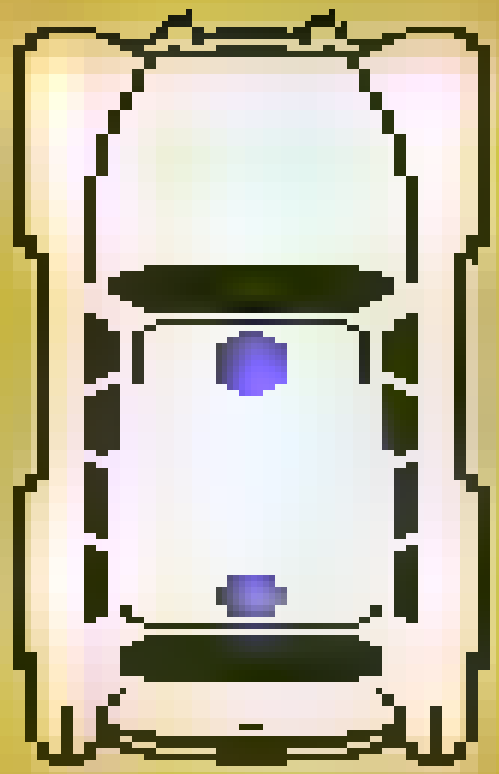


IMAGE INTENSIFIER $800



MARSHMALLOW SENSOR $800





Use joystick to control forklift
Type 1,2 or 3 for more choices,
or E to end

ACTIVISION

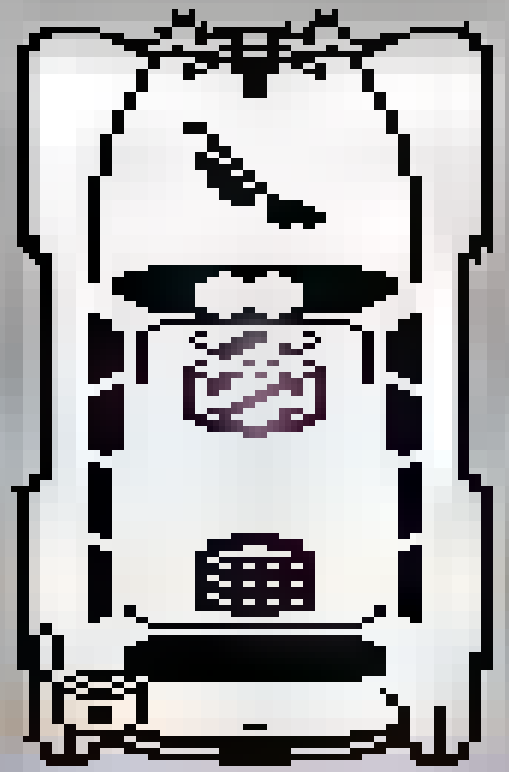
GHOSTBUSTERS

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Paranormal
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and Eliminations

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City's PK Energy 0355 $500

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City's PK Energy 0383
$500
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$7000
ACTIVISION

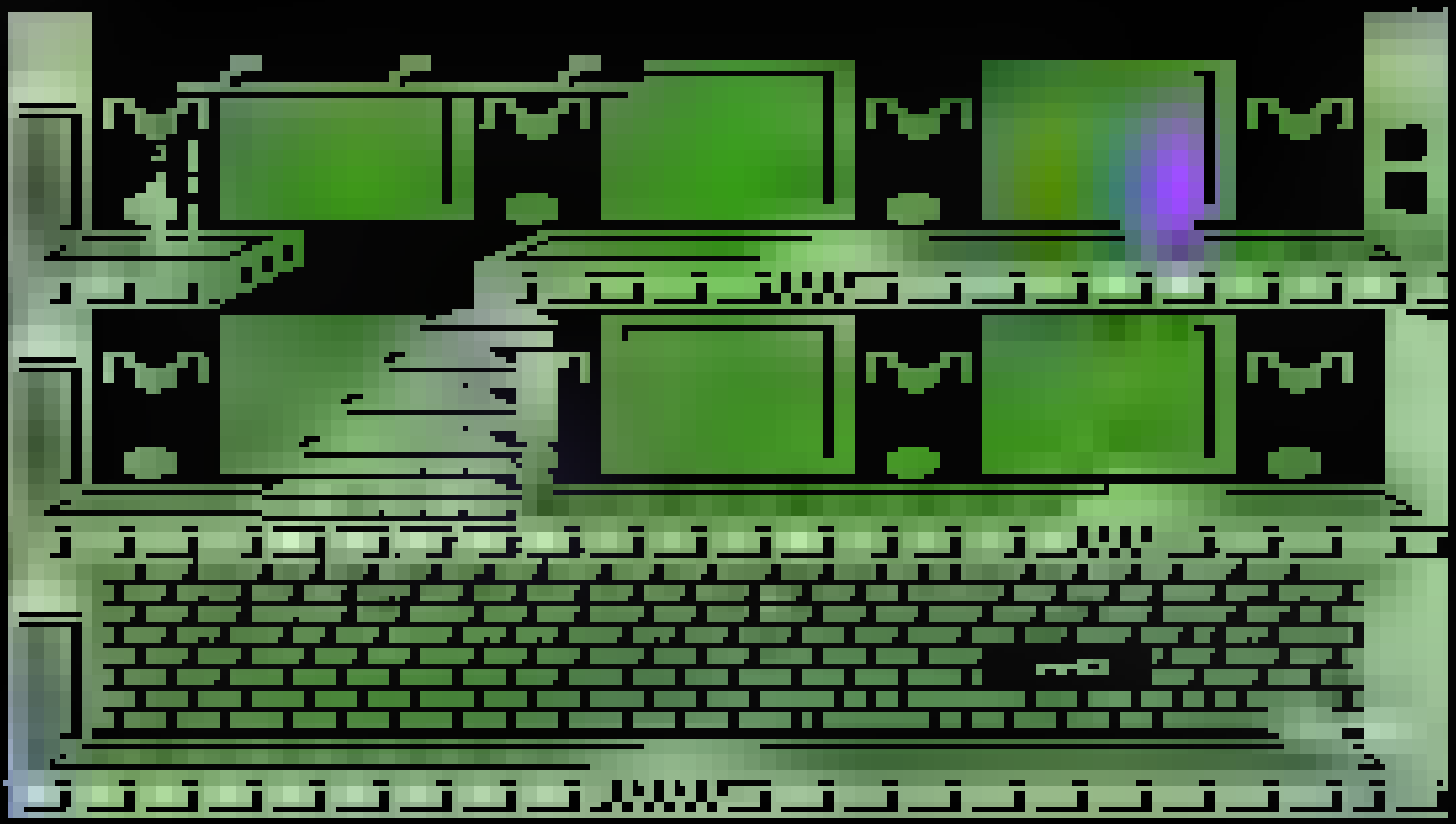
GHOSTBUSTERS



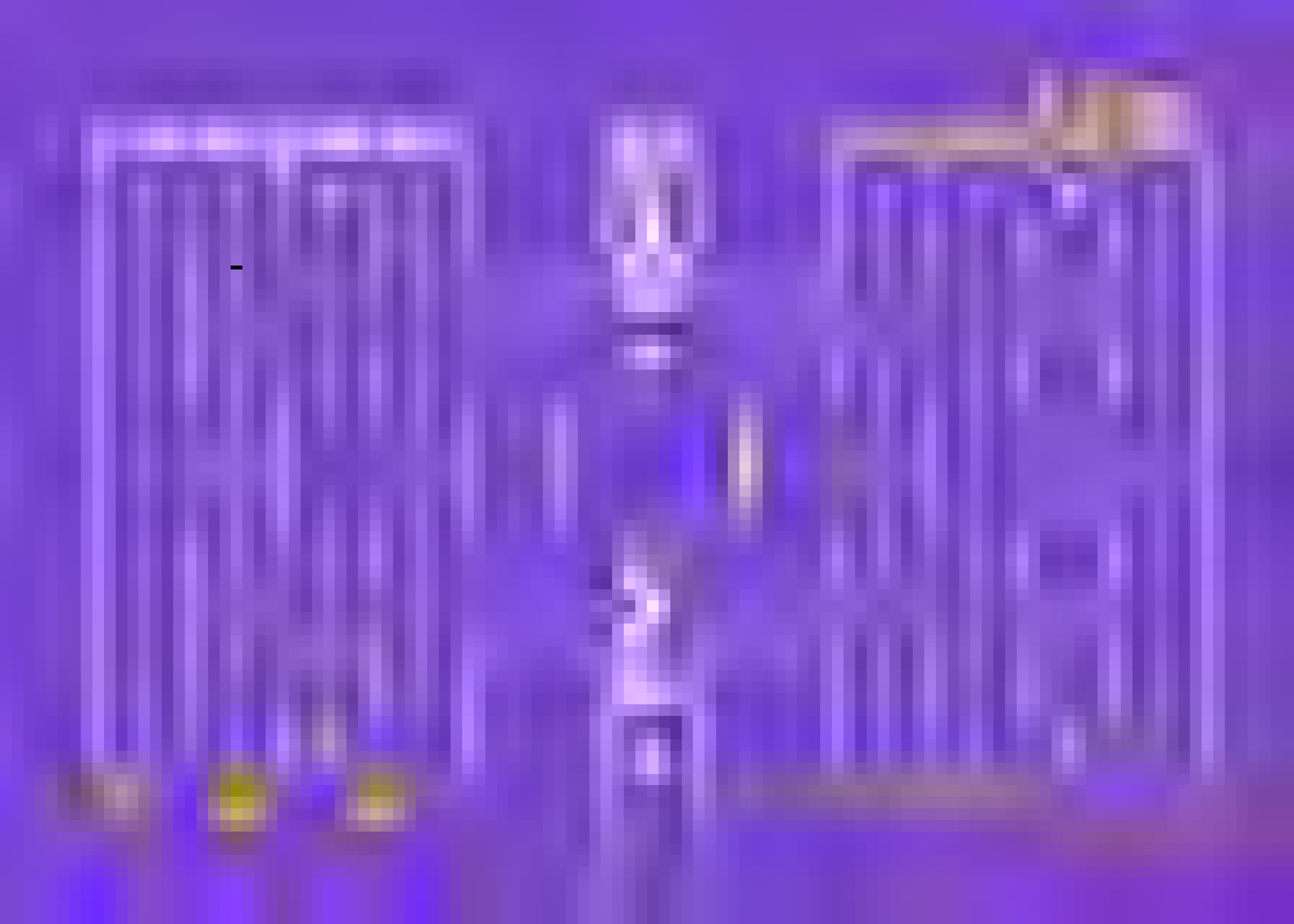
GHOSTBUSTERS!

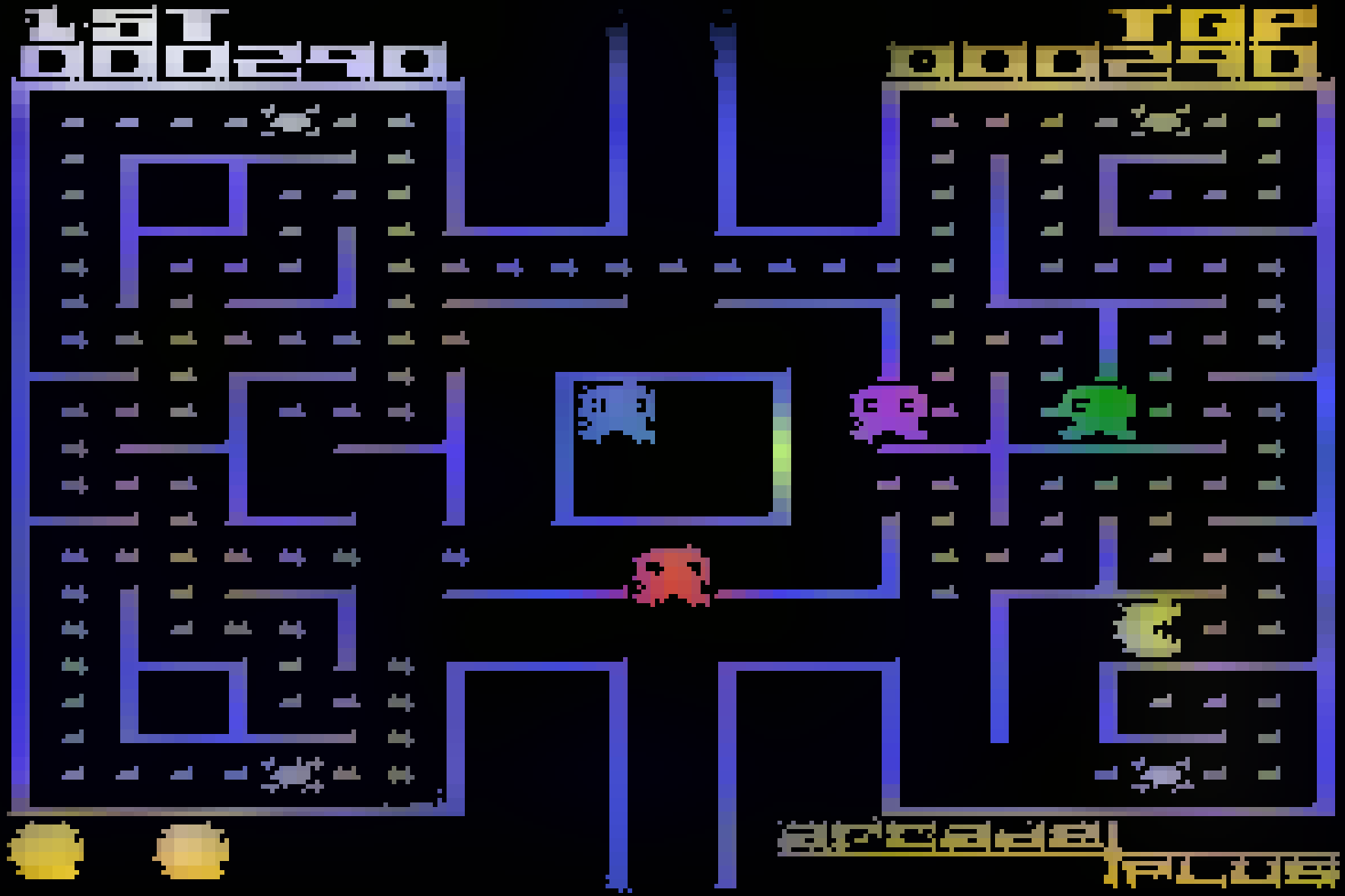
If There's Something Strange

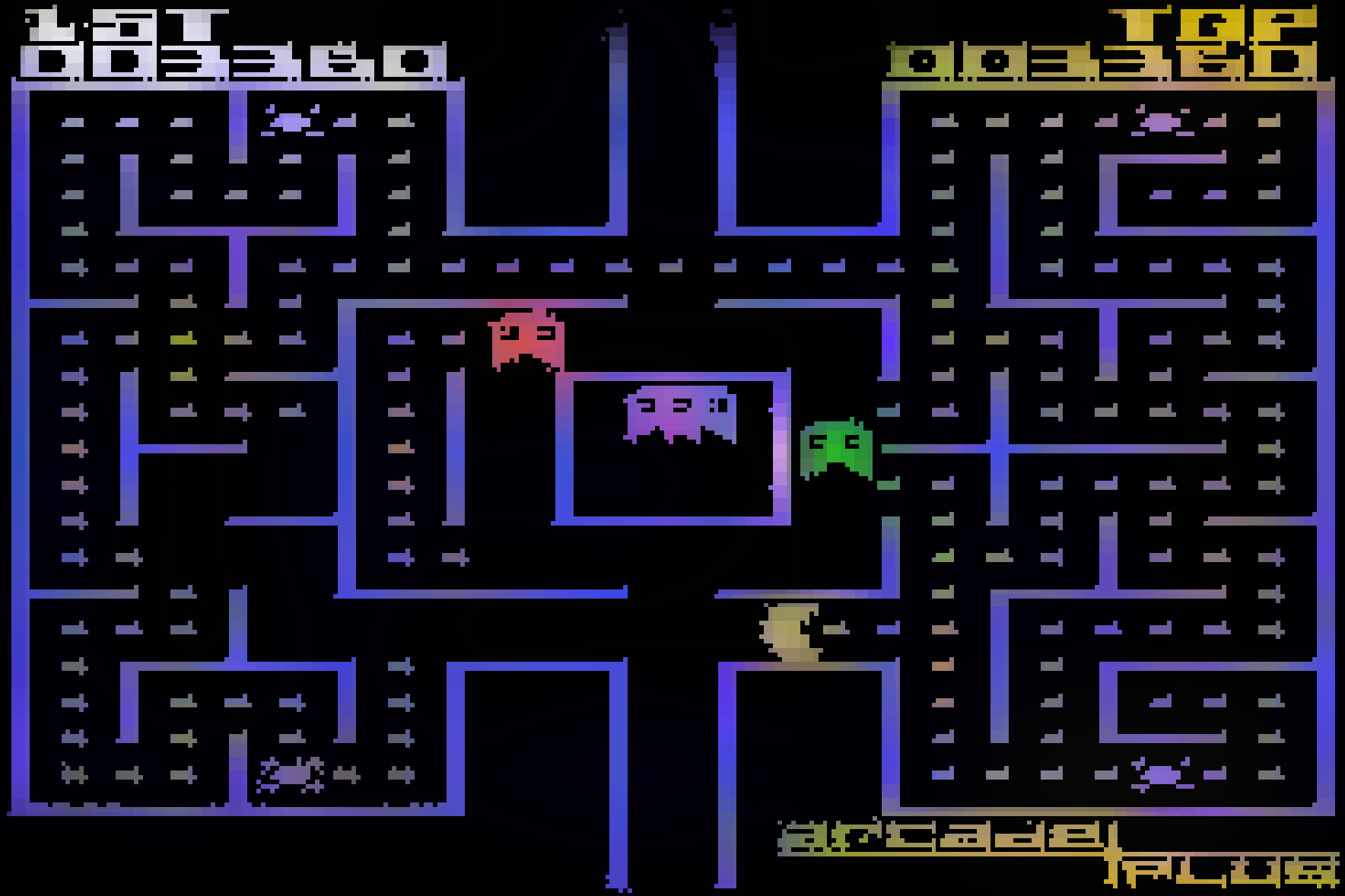


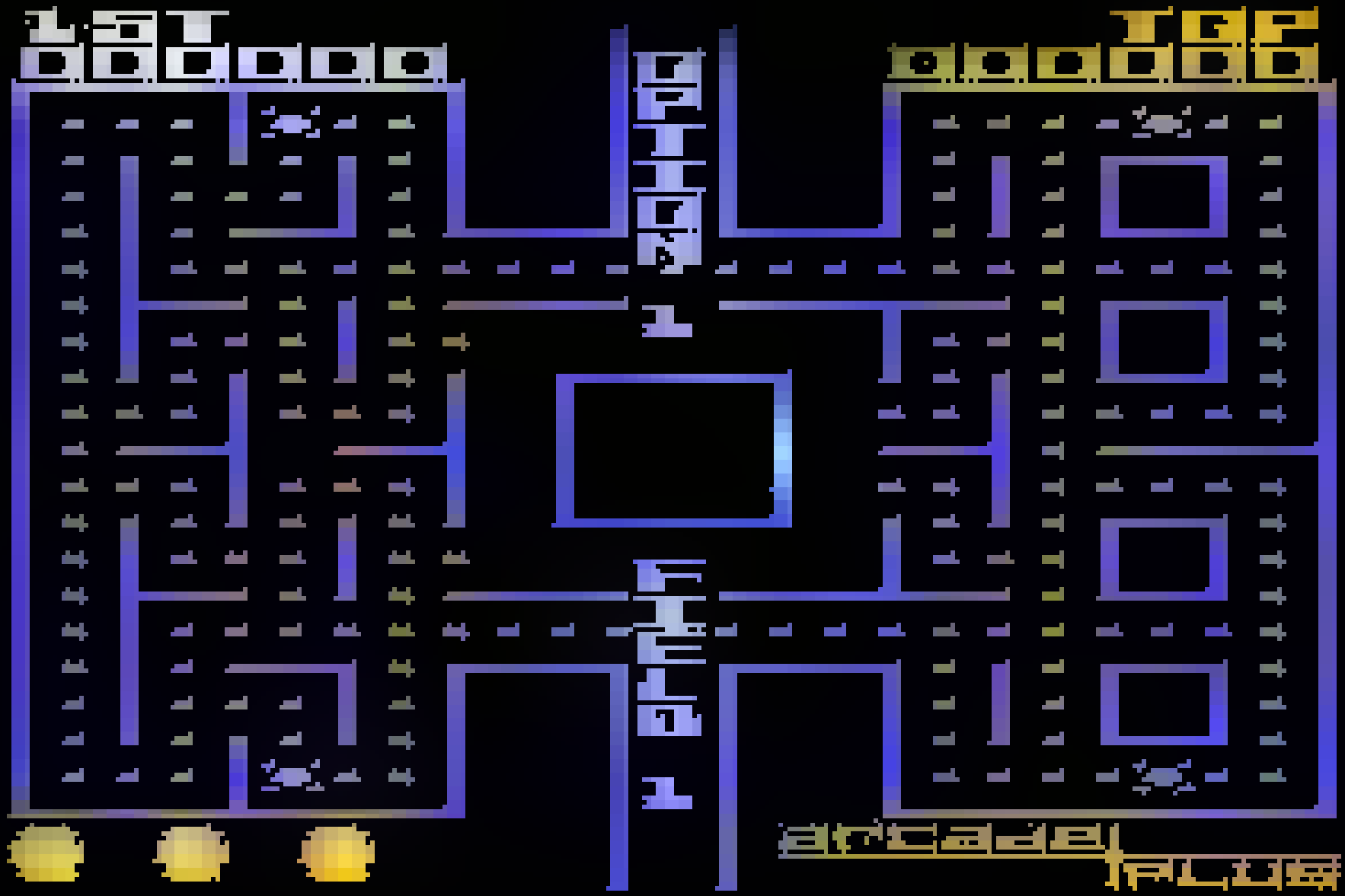



ARTWORK SOFTWARE
PRESENTS
Frank Kohen's
Ghost CHASER
(C) FANDA 1984
SELECT A PLAYER
PRESS START

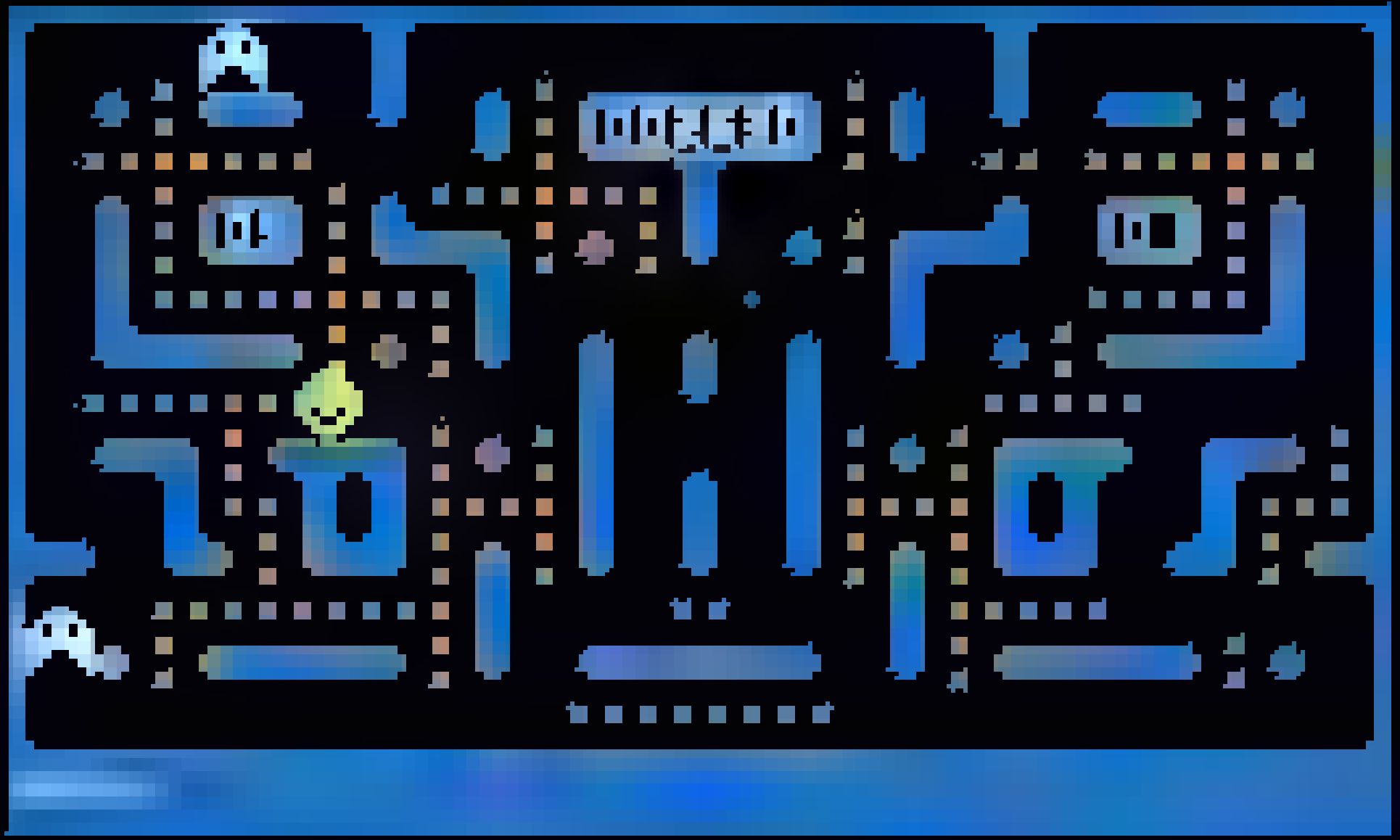



1ST
000290
TOP
000290

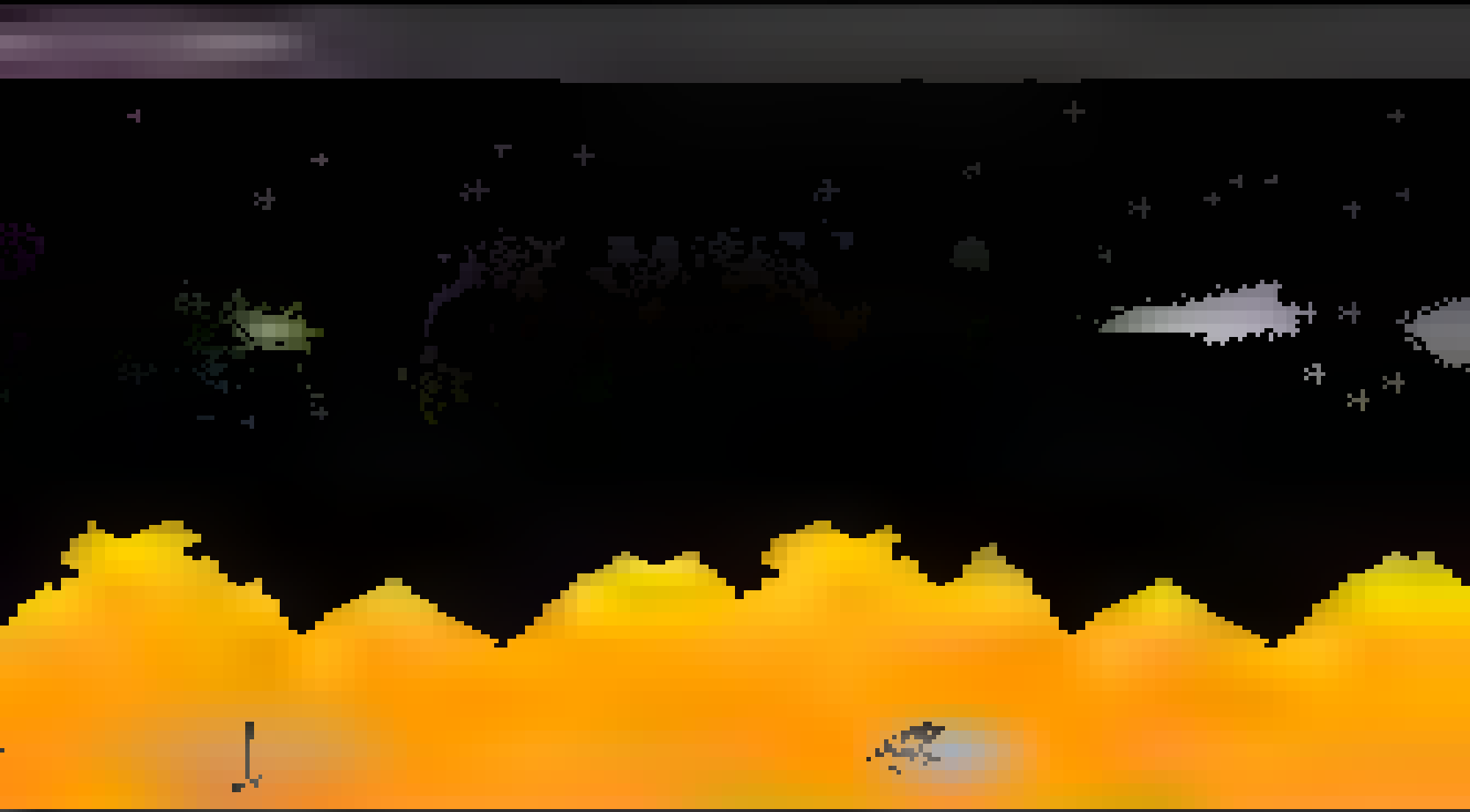

1ST
000360
TOP
000360
arcadeflash


1ST
TOP
arcadeflash

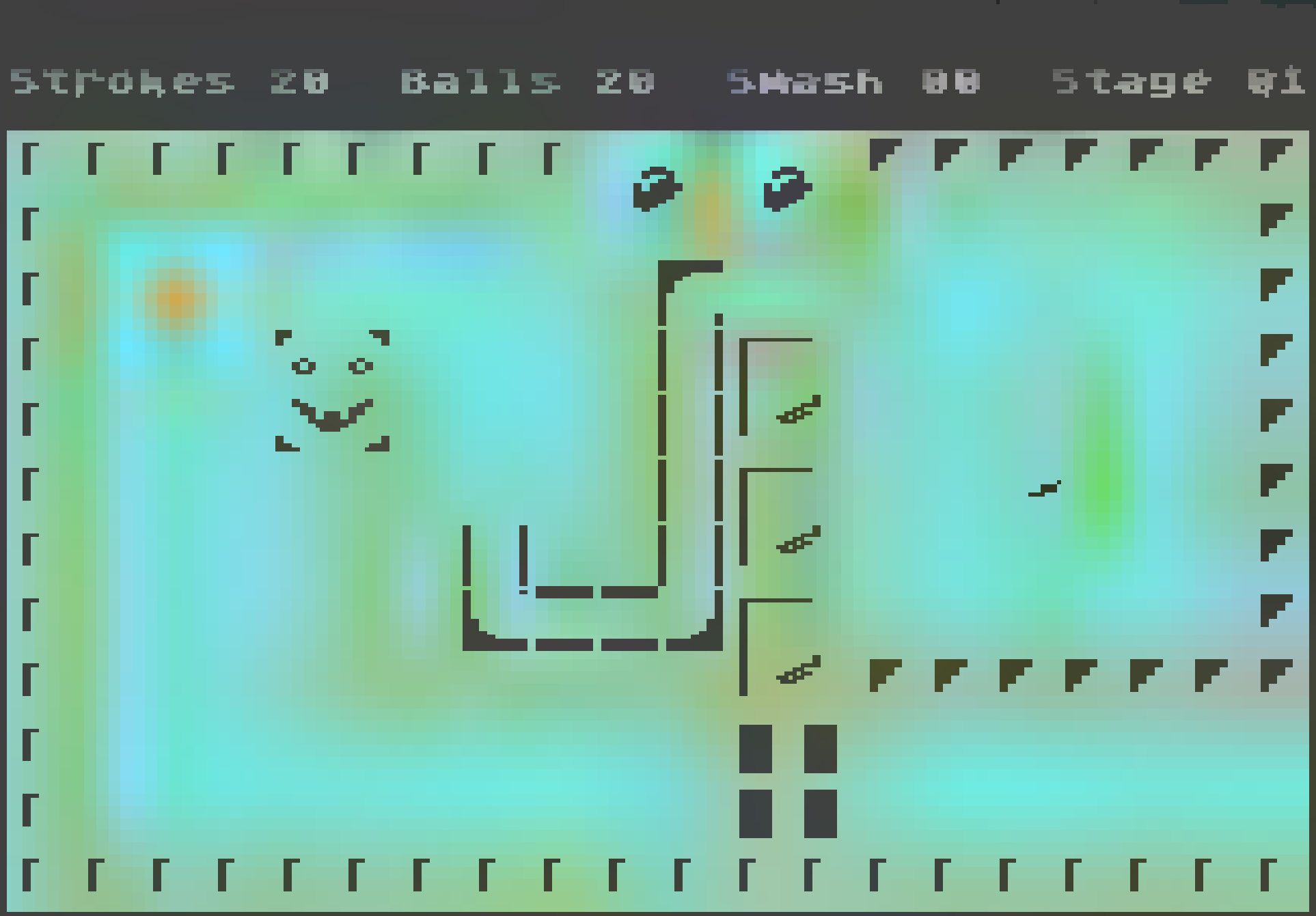





GGG H H OOO SSSS TTTTT
G G H H O O S T
G HHHHH O O SSS T
G GGG H H O O S T
G G H H O O S T
GGG H H OOO SSSS T


LEVEL 1 SCORE 00000 BOMBS 03 LIVES 04
METEORS: NO! TIME 109


Gigablast
(c)1991 by
mhs studio


Strokes 20
Balls 20
SMash 00
Stage 01

Strokes 18 Balls 19 Smash 00 Stage 01



Strokes 31 Balls 20 Smash 00 Stage 02



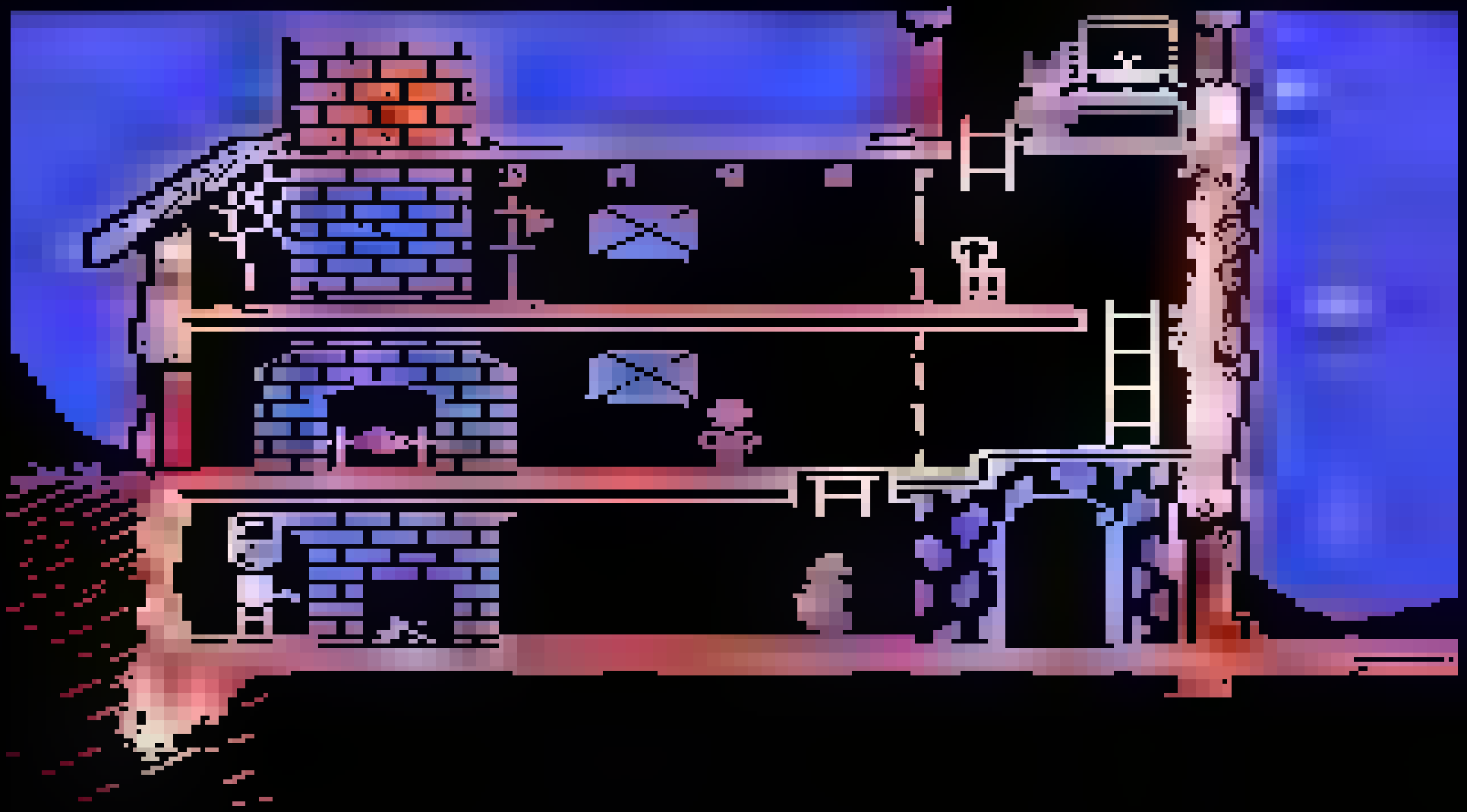
GOLFER

BEESOFT

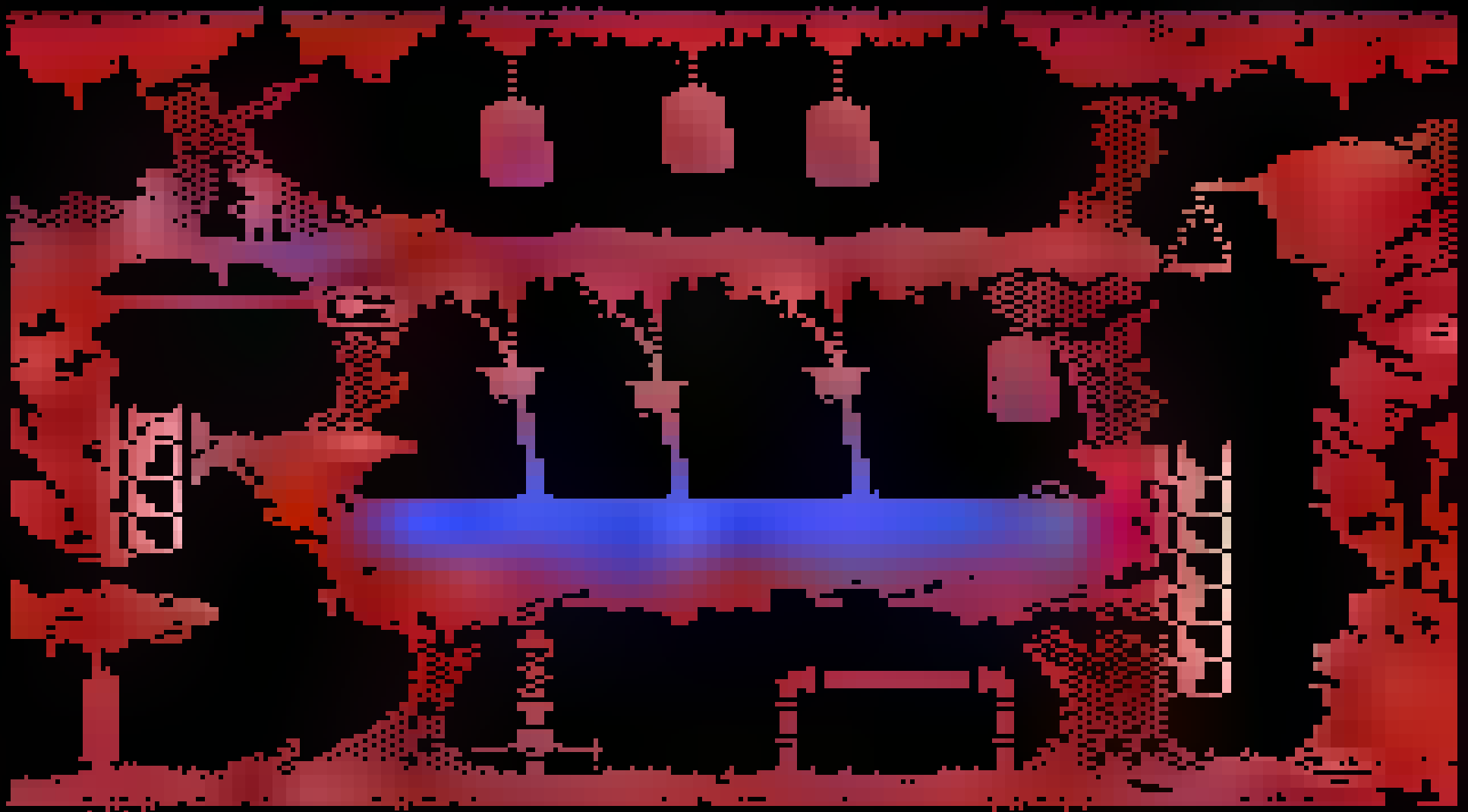




SCORE 300 HI 300 LIVES 5

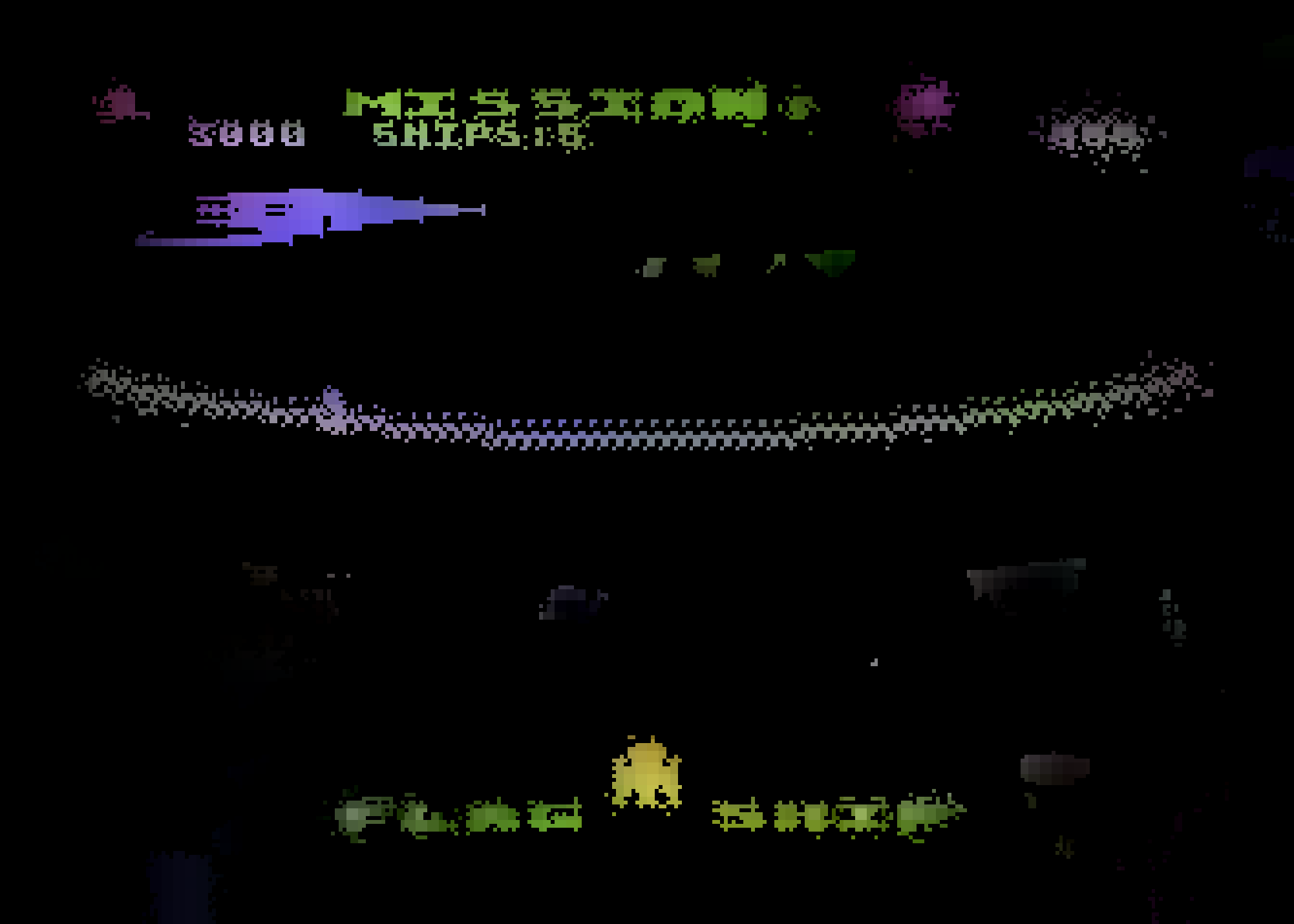


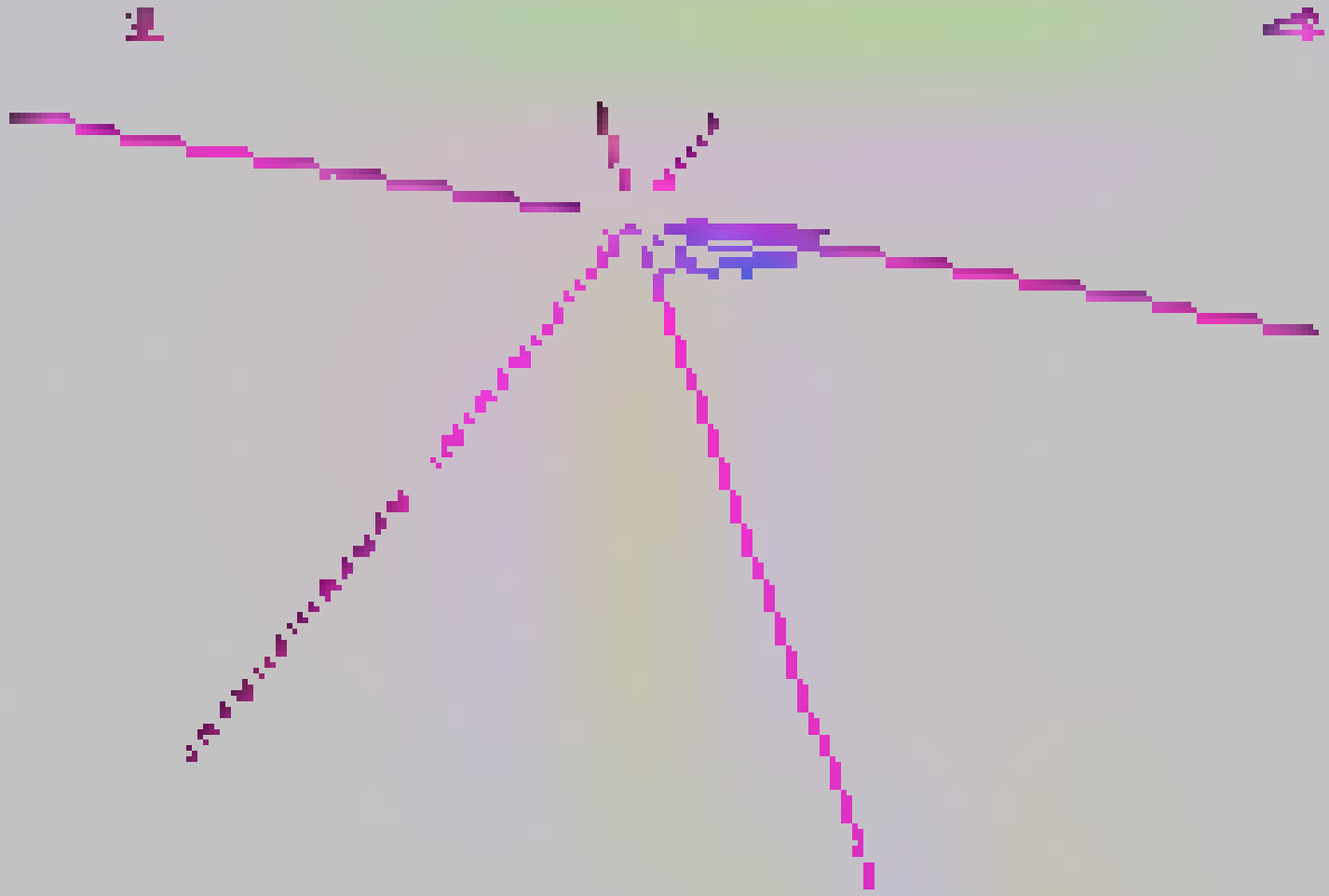
$CORE 1400 HI 1400 LIVE$ 5




GOOD




5000
SHIPS:6




GORF
ASTRO BATTLE
LASER ATTACK
SPACE WARP
FLAG SHIP
1 PLAYER
CADET
COPYRIGHTED 1981 CPI BOKLAN GORF 1982
LICENSED BY BALLY/MIDWAY MFG. 1981


PIRELLI




fuel
5200
rpm
timer
00:00
miles
00000
364
mph
radar


timer
00:00
miles
00000
mph


Timer
36:14
miles
063216
mph


fuel
0000
rpm
timer
06:28
miles
0504
010
mph
radar

fuel

4000
rpm

timer
00:57
miles
003

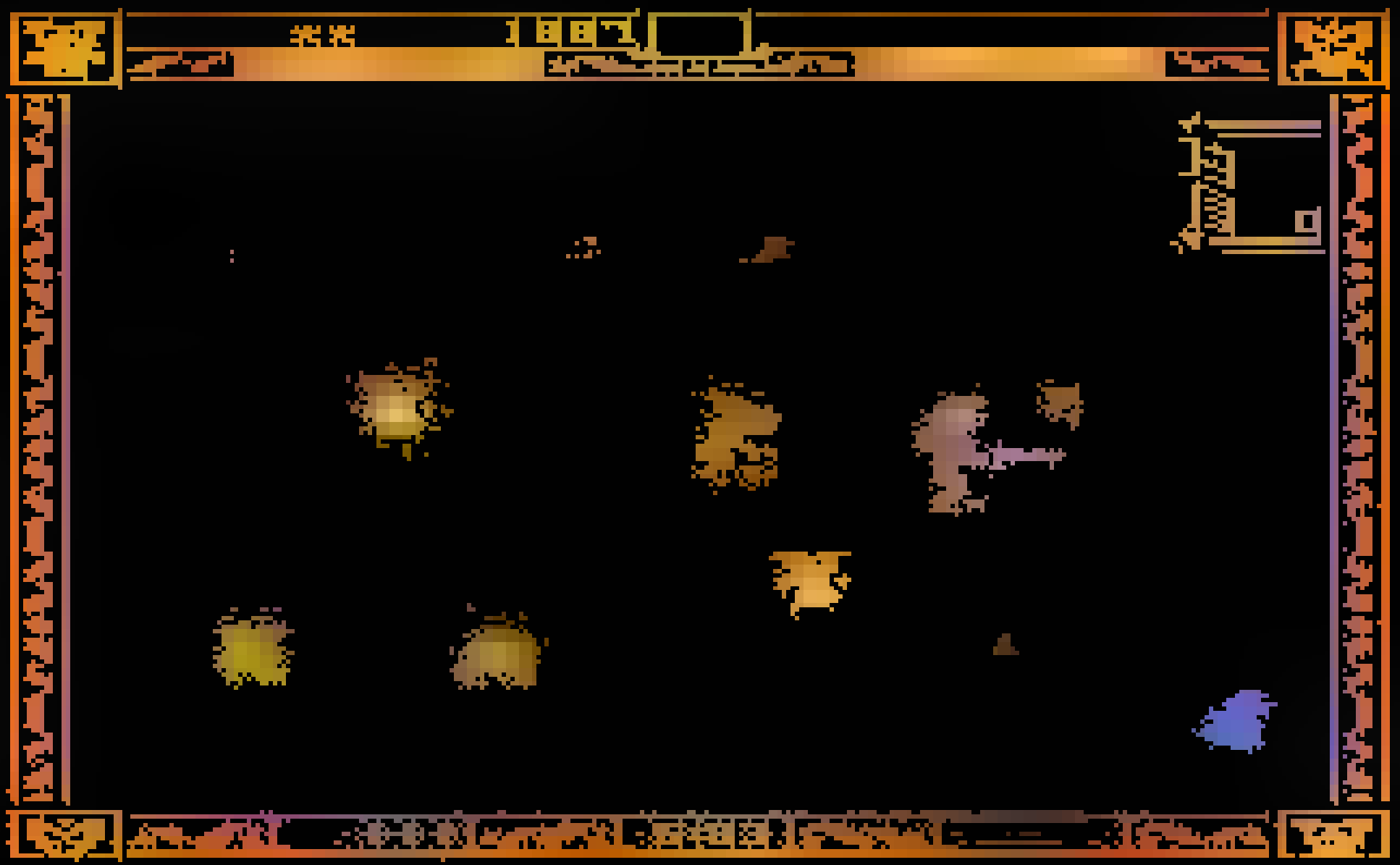
160
mph

radar

THE GREAT AMERICAN CROSS-COUNTRY ROAD RACE™

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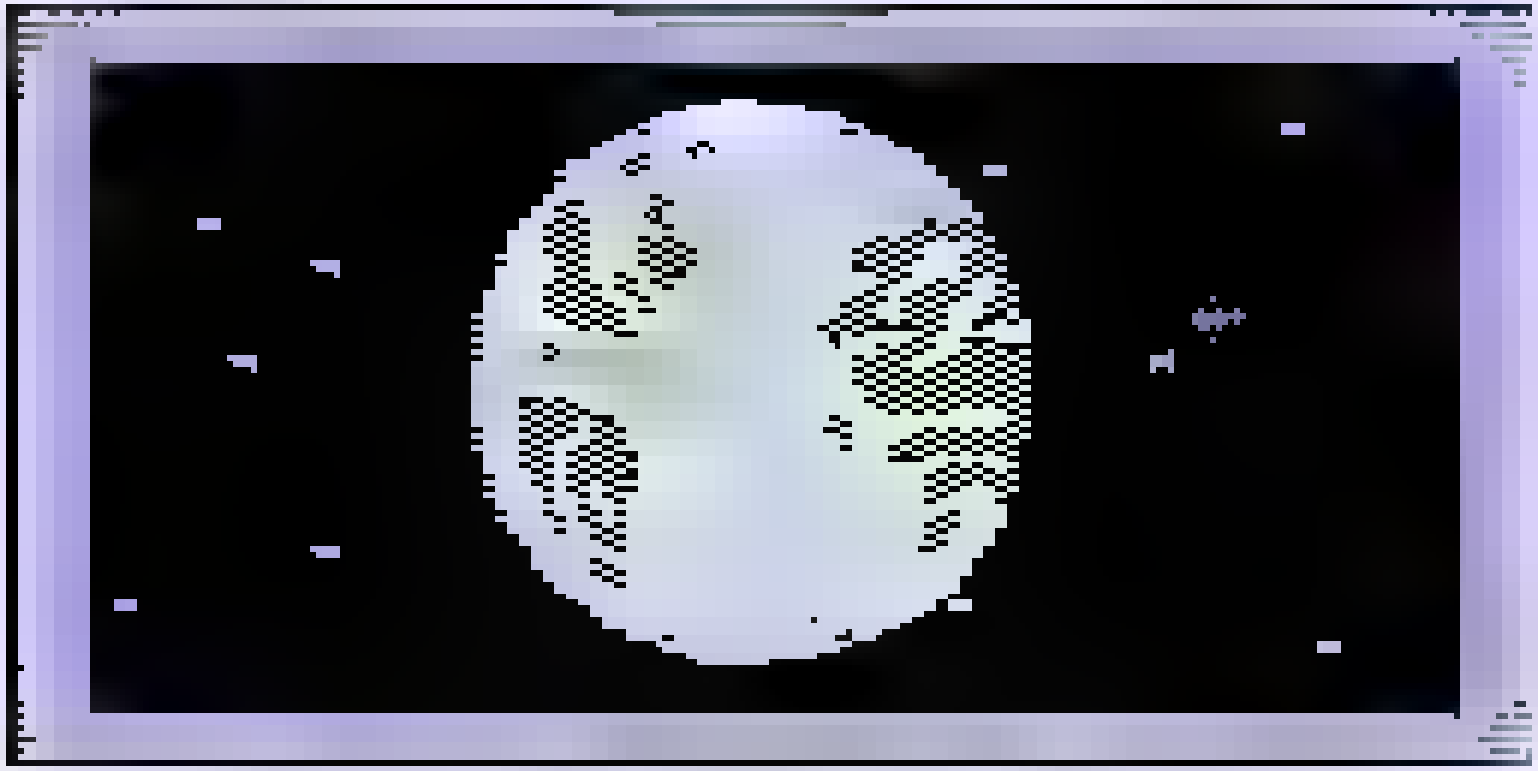




1 PLAYER
PRESS * TO CHANGE

START ON NIGHT 3
PRESS # TO CHANGE

NAVIGATION EXITS.WEST



PRESS ANY KEY TO BEGIN
THERE IS A KEYBOARD AND A SCREEN HERE
LOOK SCREEN

PLEASE INSERT SIDE TWO
AND PRESS ANY KEY

STORAGE

EXITS.SOUTH



YOU SEE
A SPRAY CAN
A SCREWDRIVER
A RED MODULE
A BLUE MODULE

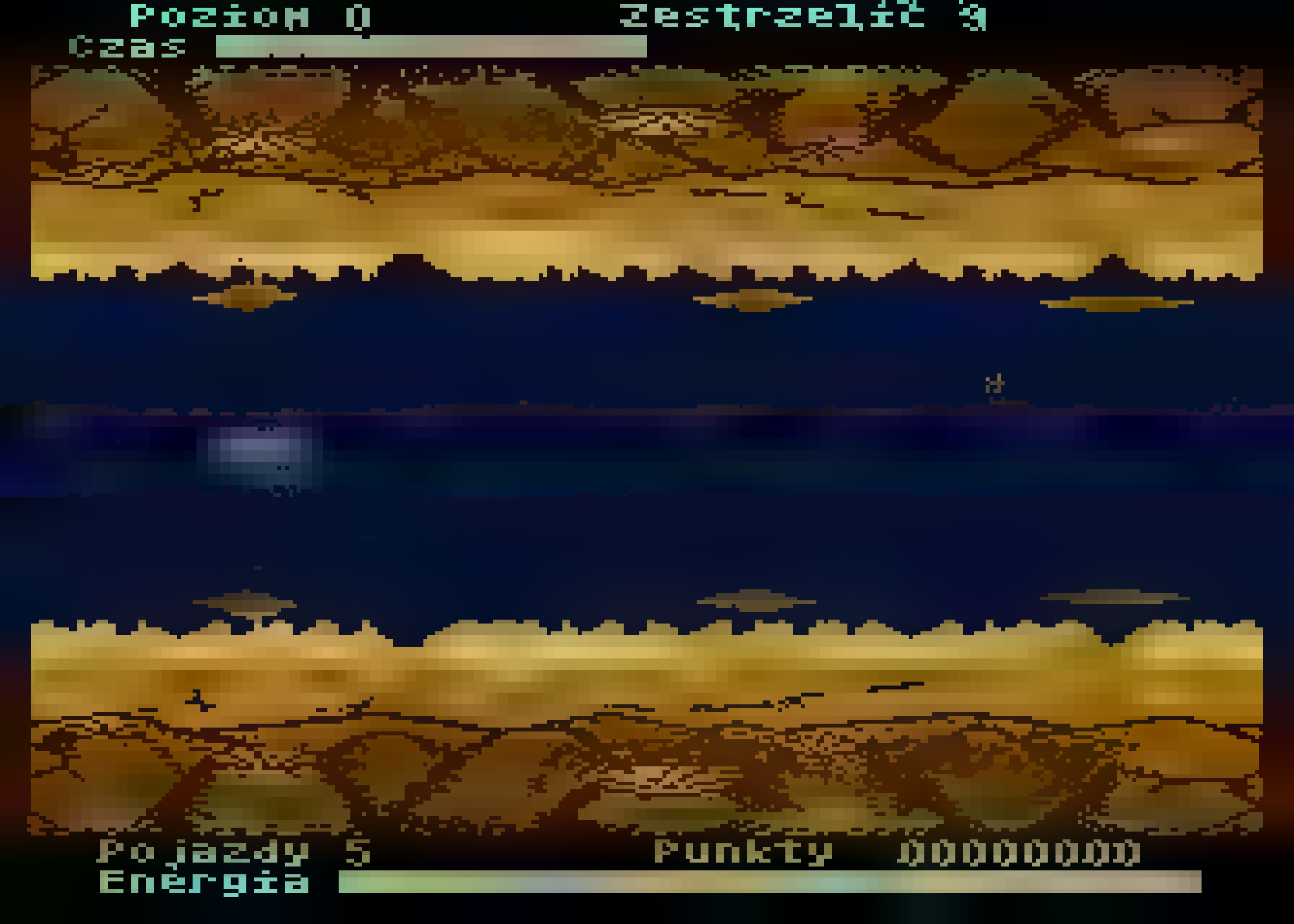


GRUDS IN SPACE

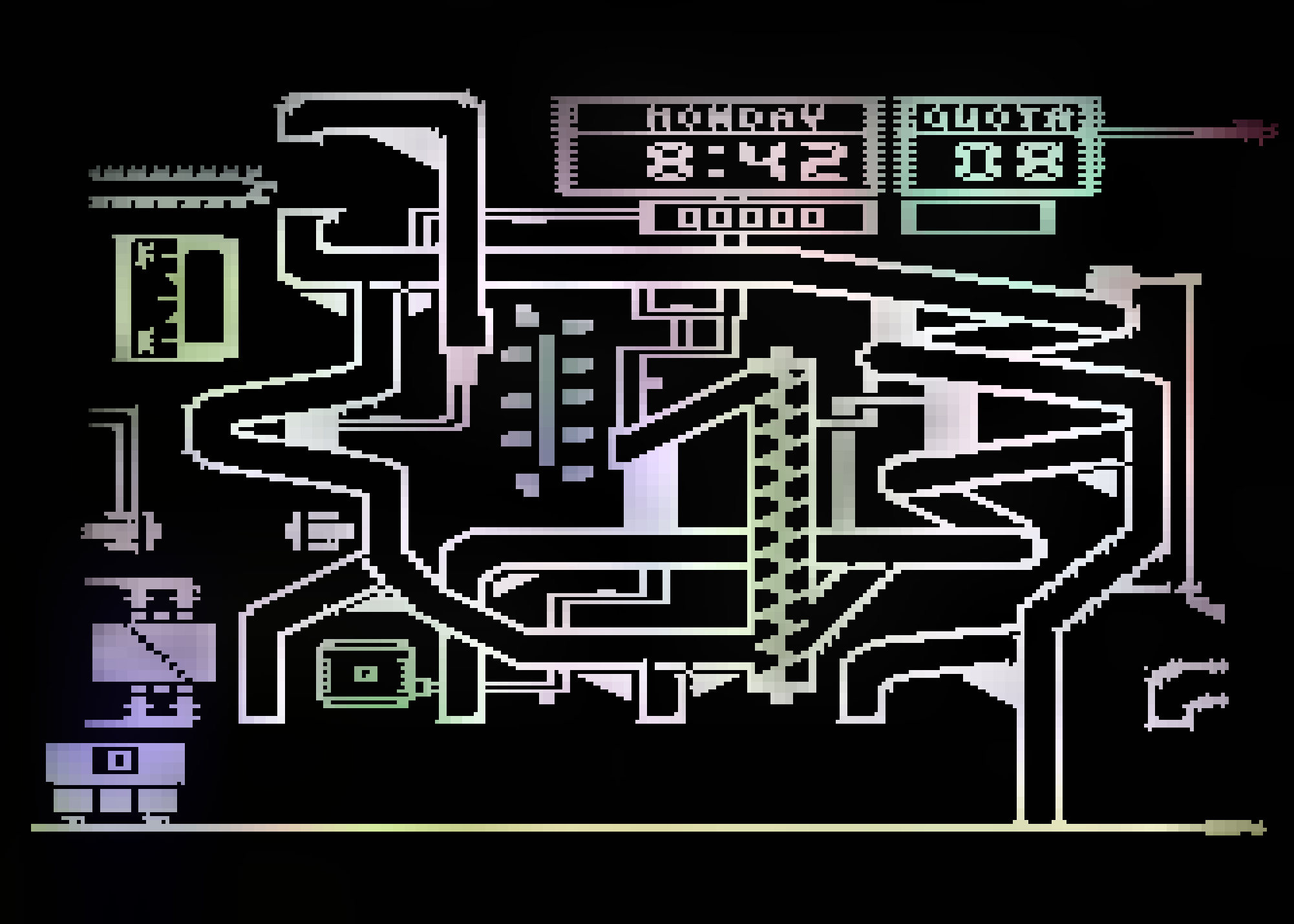
BY CHUCK SOMMERVILLE AND JOSEPH DUDAR

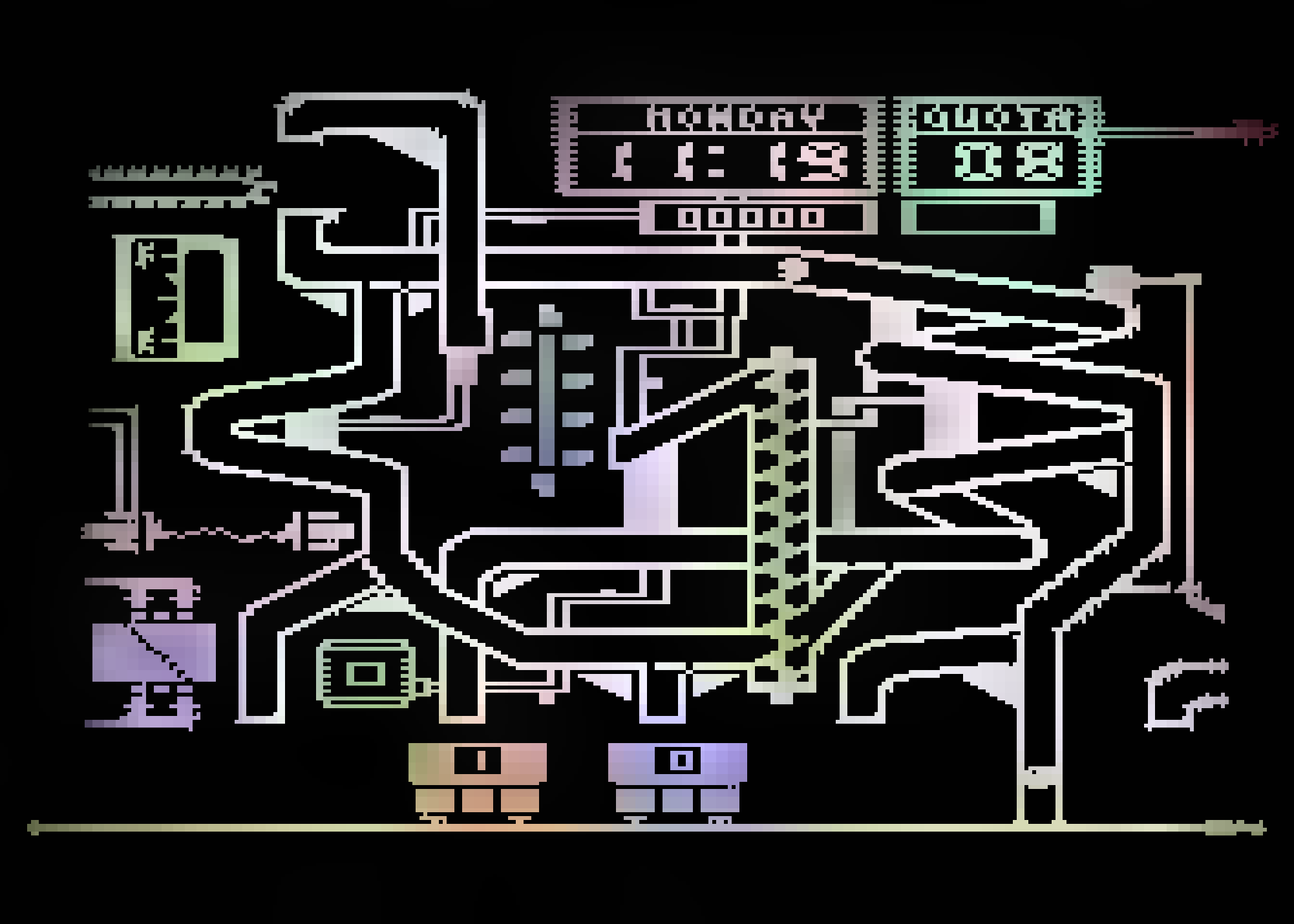
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PRESS ANY KEY TO BEGIN


Poziom 0
Zestrzelić 3
Czas
Pojazdy 5
Punkty 00000000
Energia

GUARD

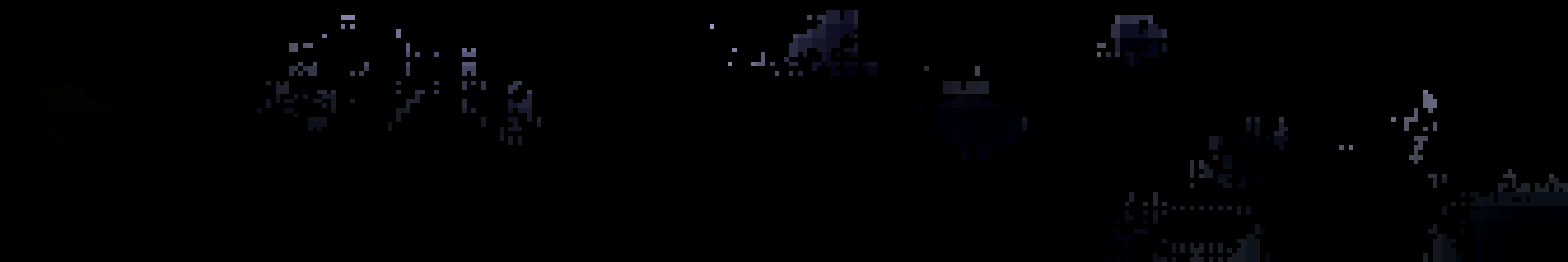

MONDAY
8:42
CLOCK
08


MONDAY
16:19
CLOCK
08

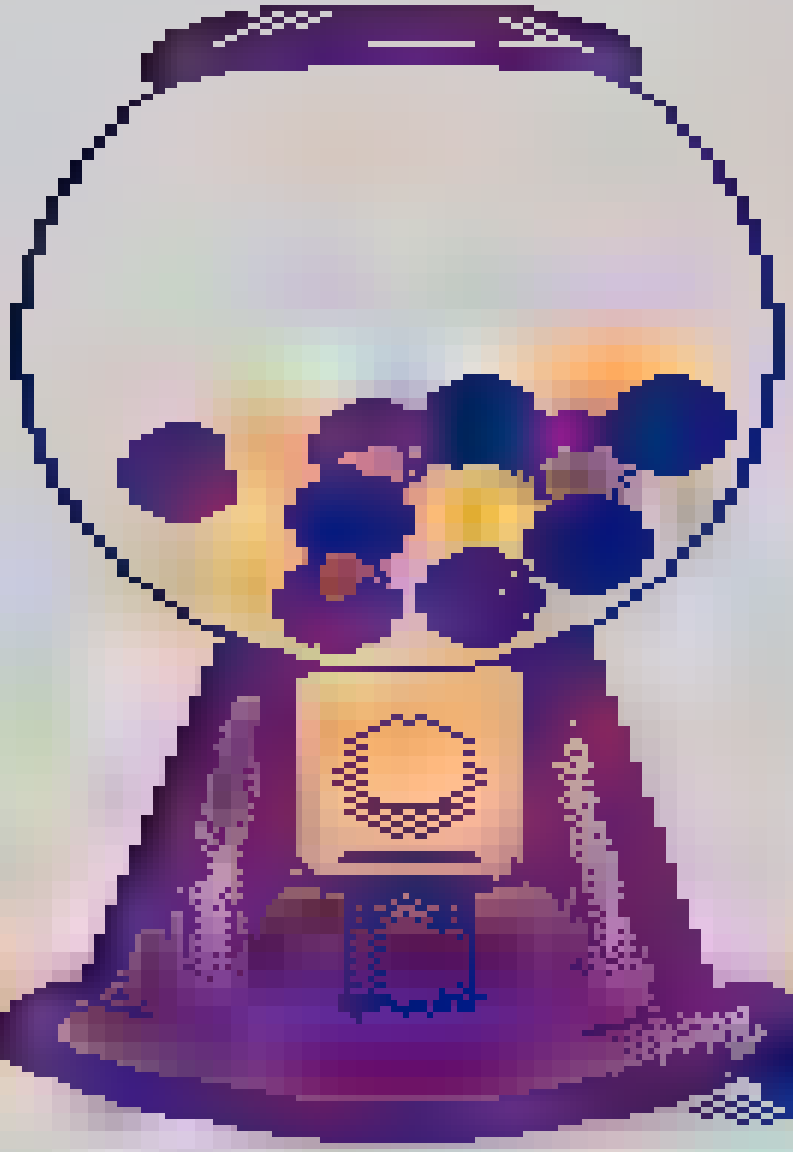
Ultrano Effect

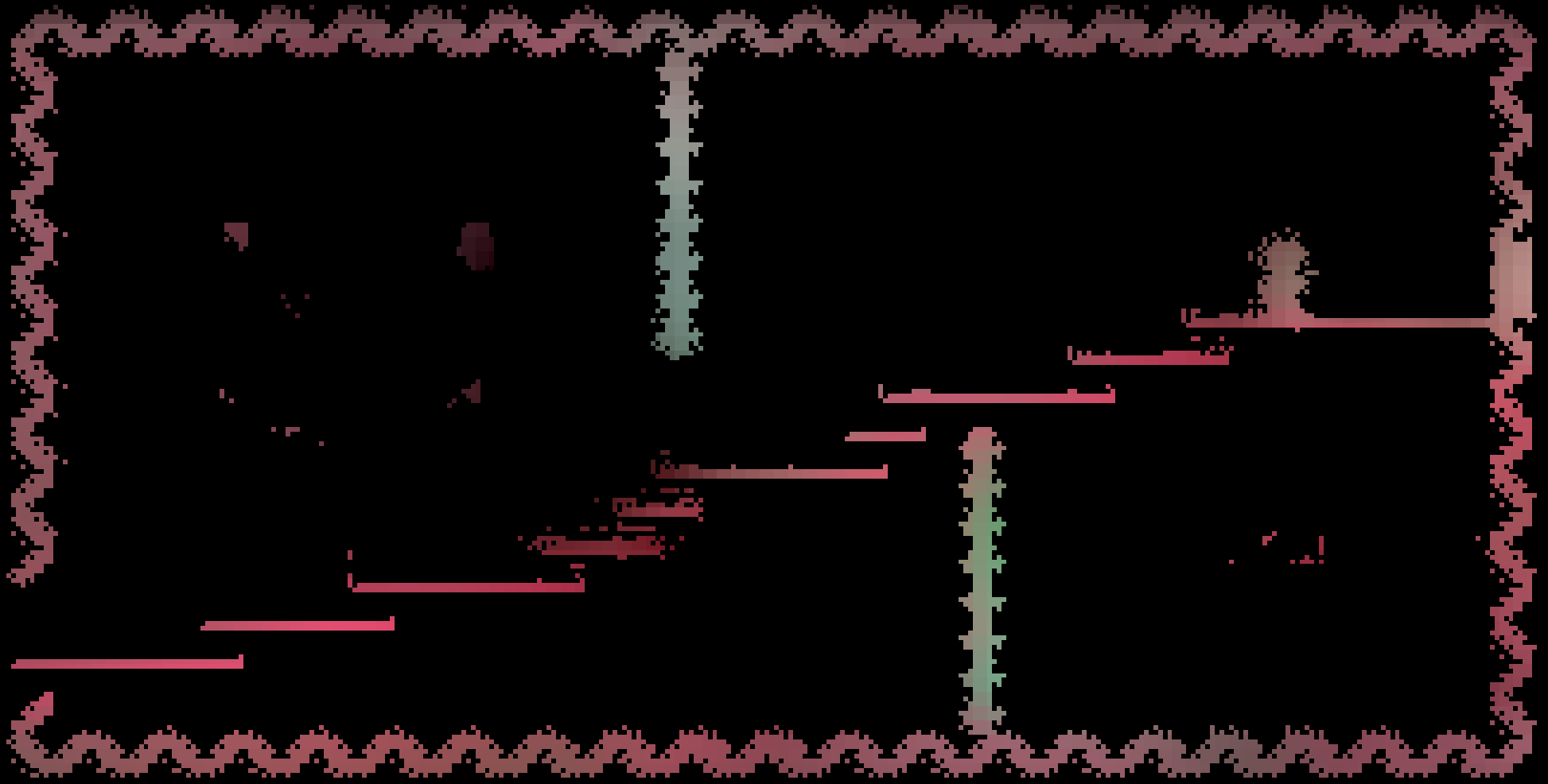
and

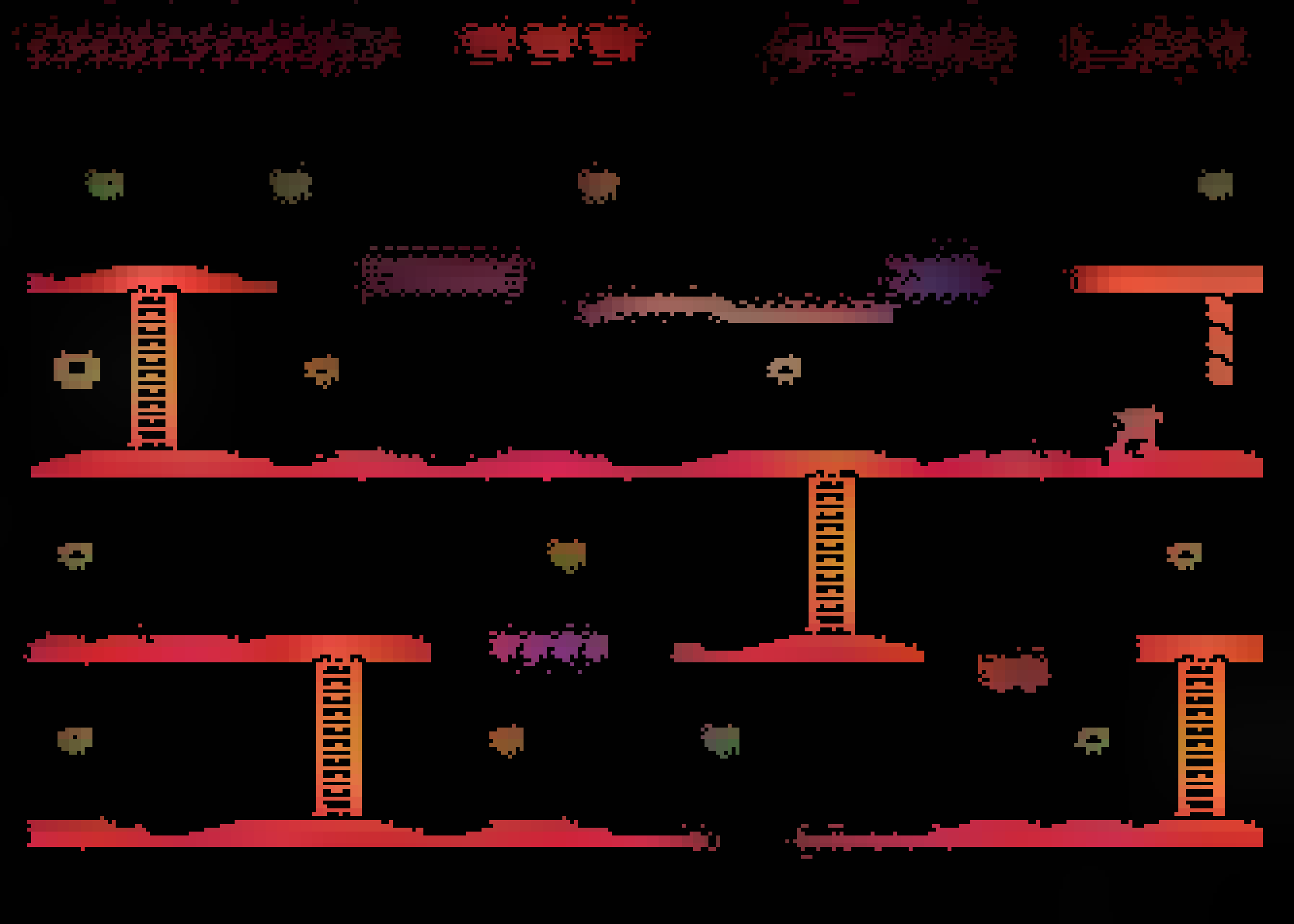
Modern Uno Software

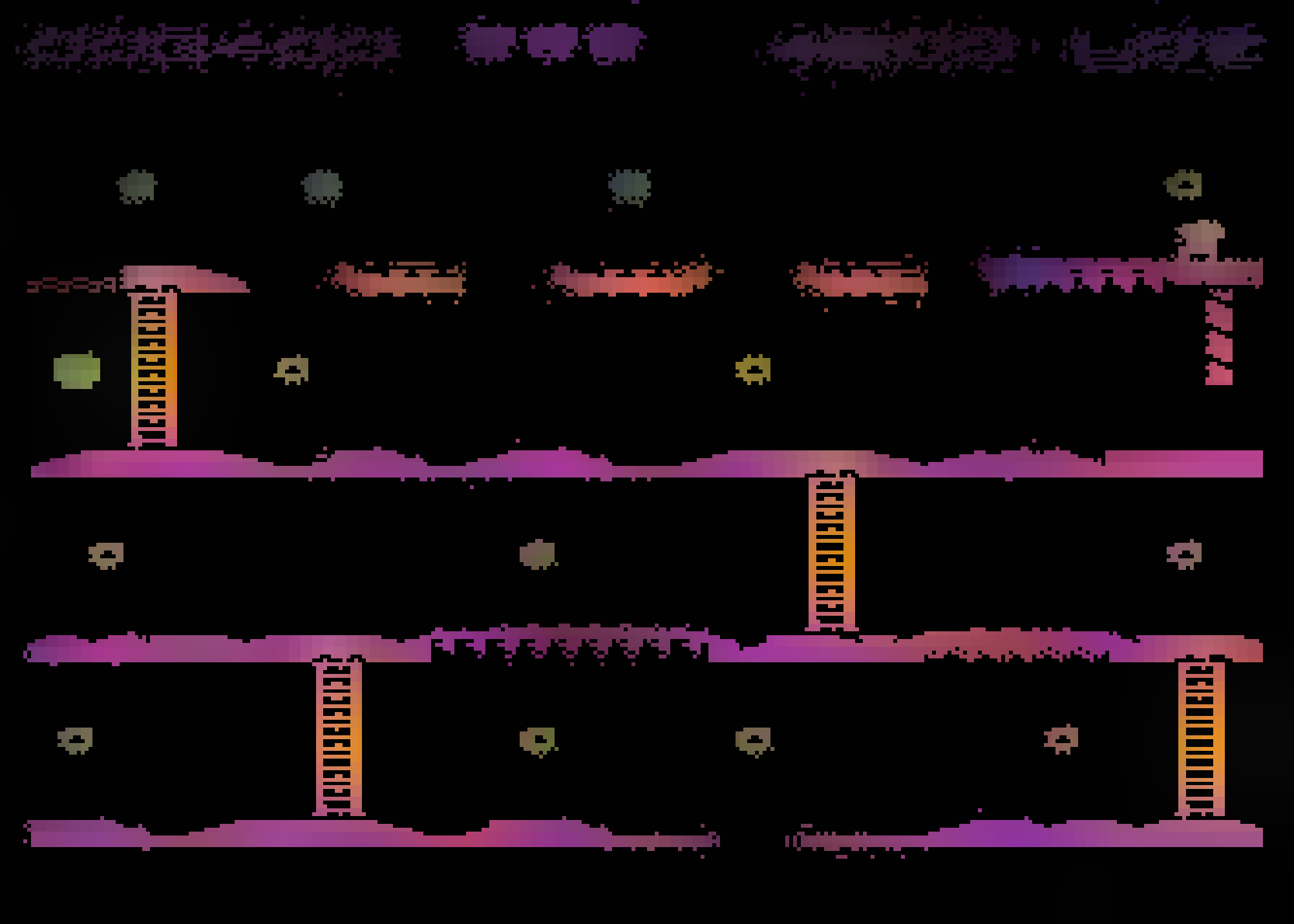


Gumballs










GWOBBY STRIKES BACK!
PRESS START
PLAY ATARI
SCORE 00000000
HIGH 00020000




GYRUSS

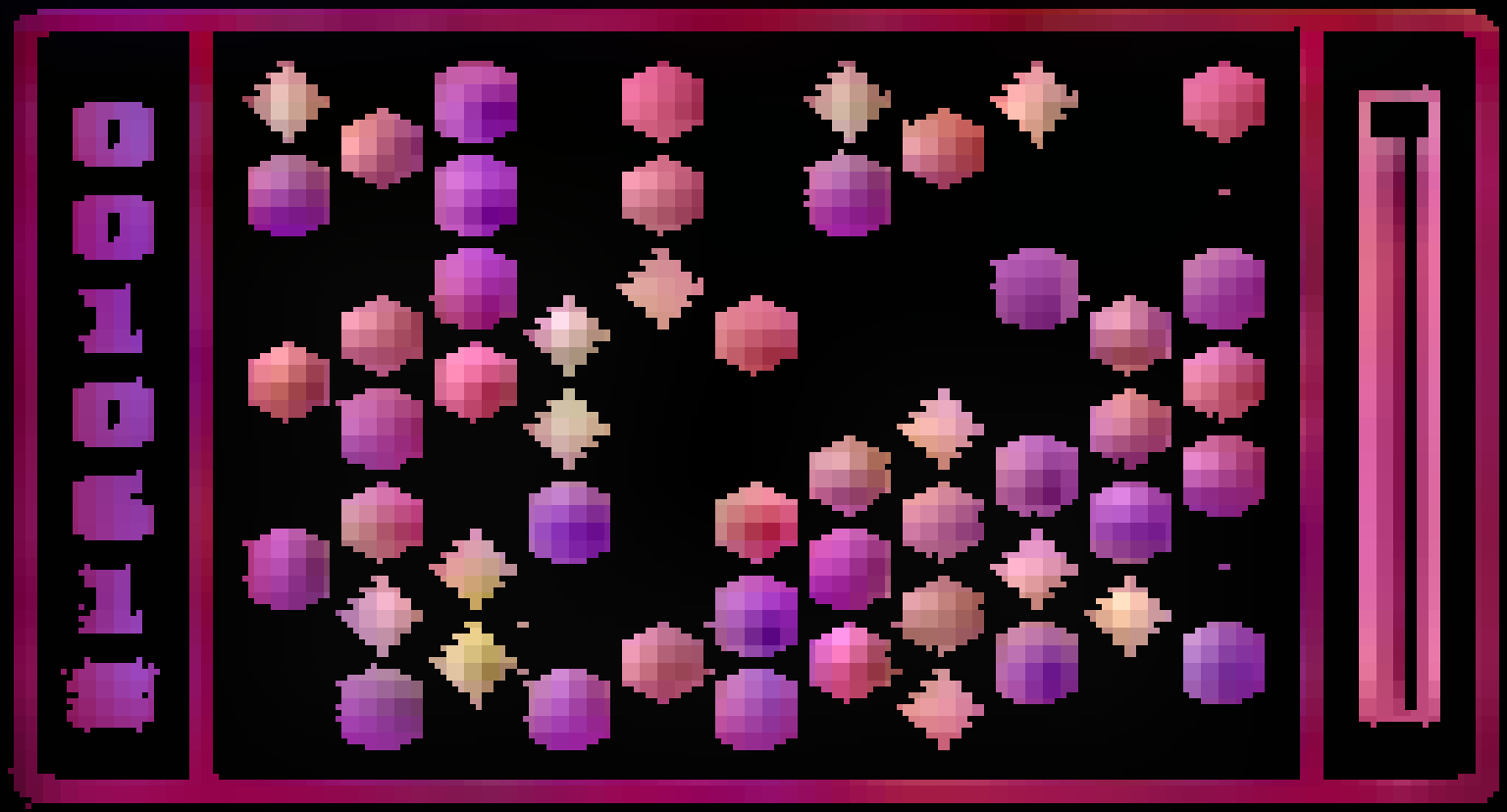

90
35
25
25
35
Score 000000 Time 181 Level 1


88
34
25
24
35
Score 000000 Time 110 Level 1


H2O


h3x0r

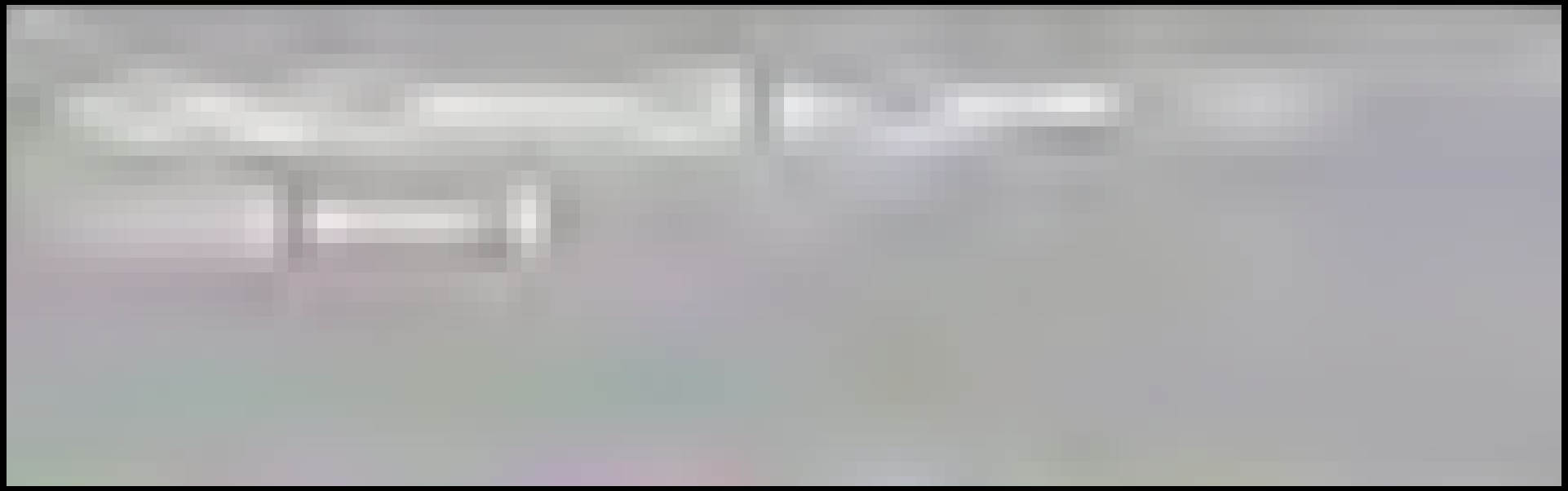
h3x0r

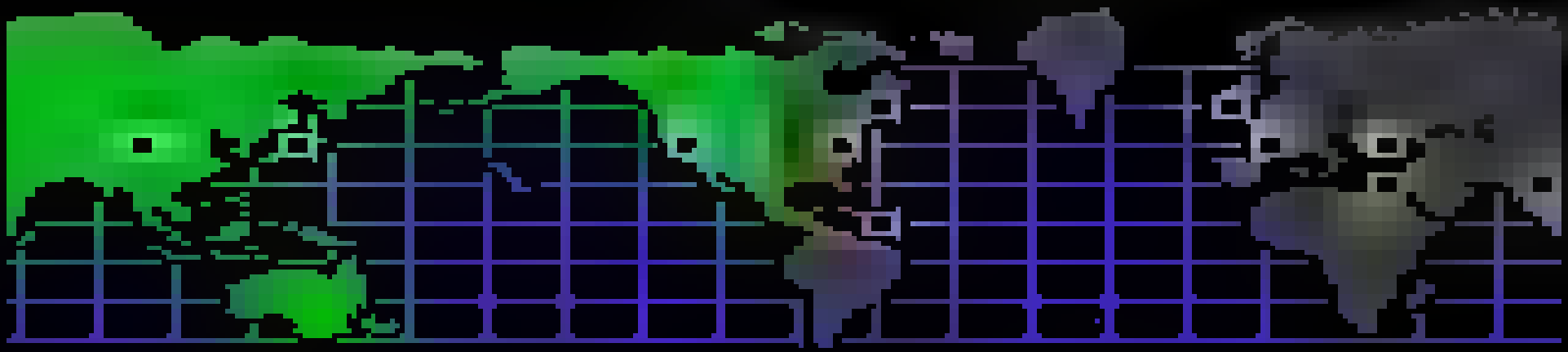


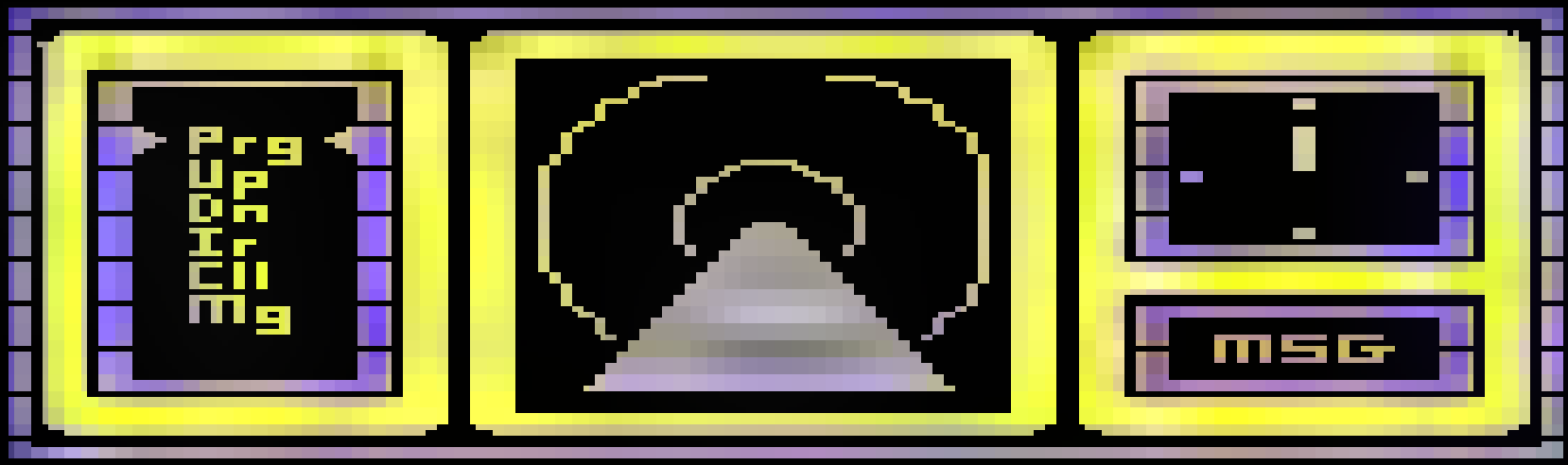


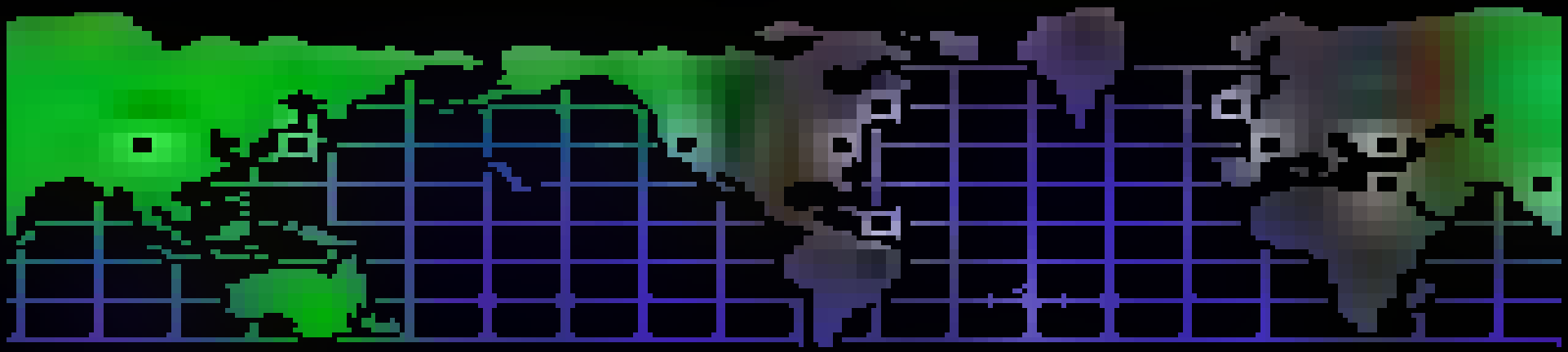
code: MatoSimi

LAST SCORE: 000000

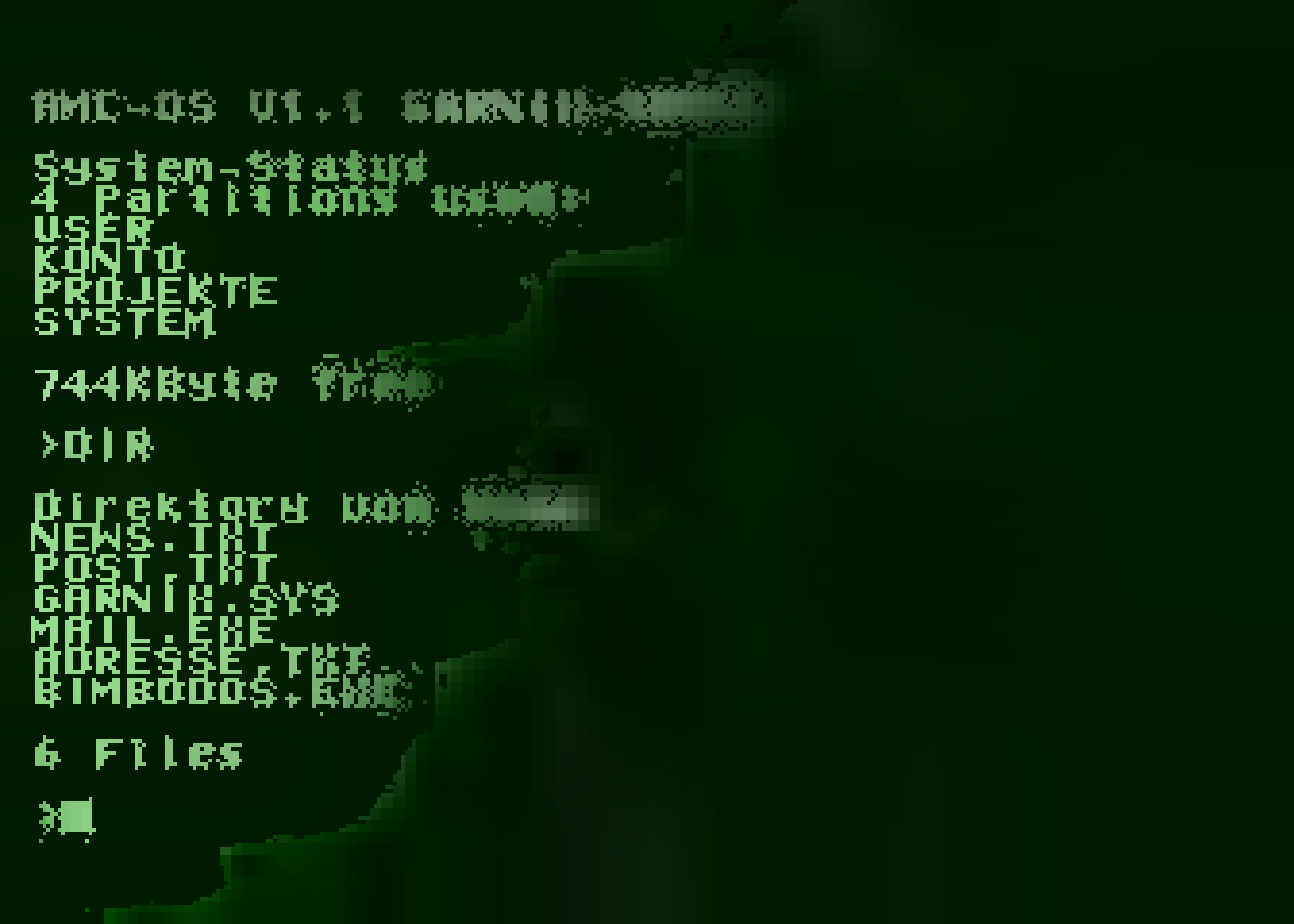





MSG





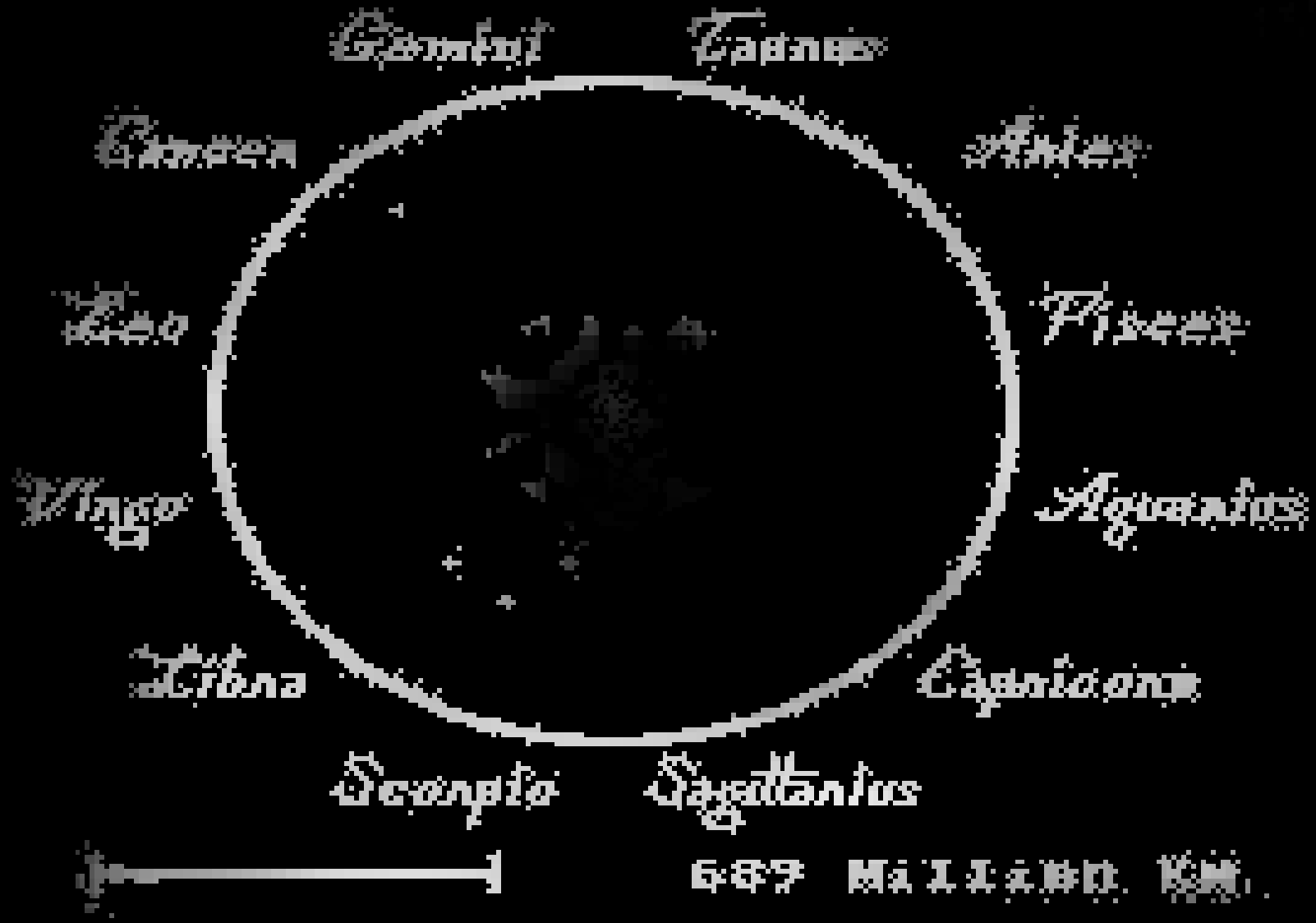

AMC-OS V1.1 KARNIX-[illegible]
System-Status
4 Partitions used:
USER
KONTO
PROJEKTE
SYSTEM
744KByte free
>DIR
Directory von [illegible]
NEWS.TXT
POST.TXT
KARNIX.SYS
MAIL.EXE
ADRESSE.TXT
BIMBOOOS.EXE
6 Files
>

A HACKER'S NIGHT

(c) RAINDORF SOFT SPIEL
1990 by RAINDORF SOFT

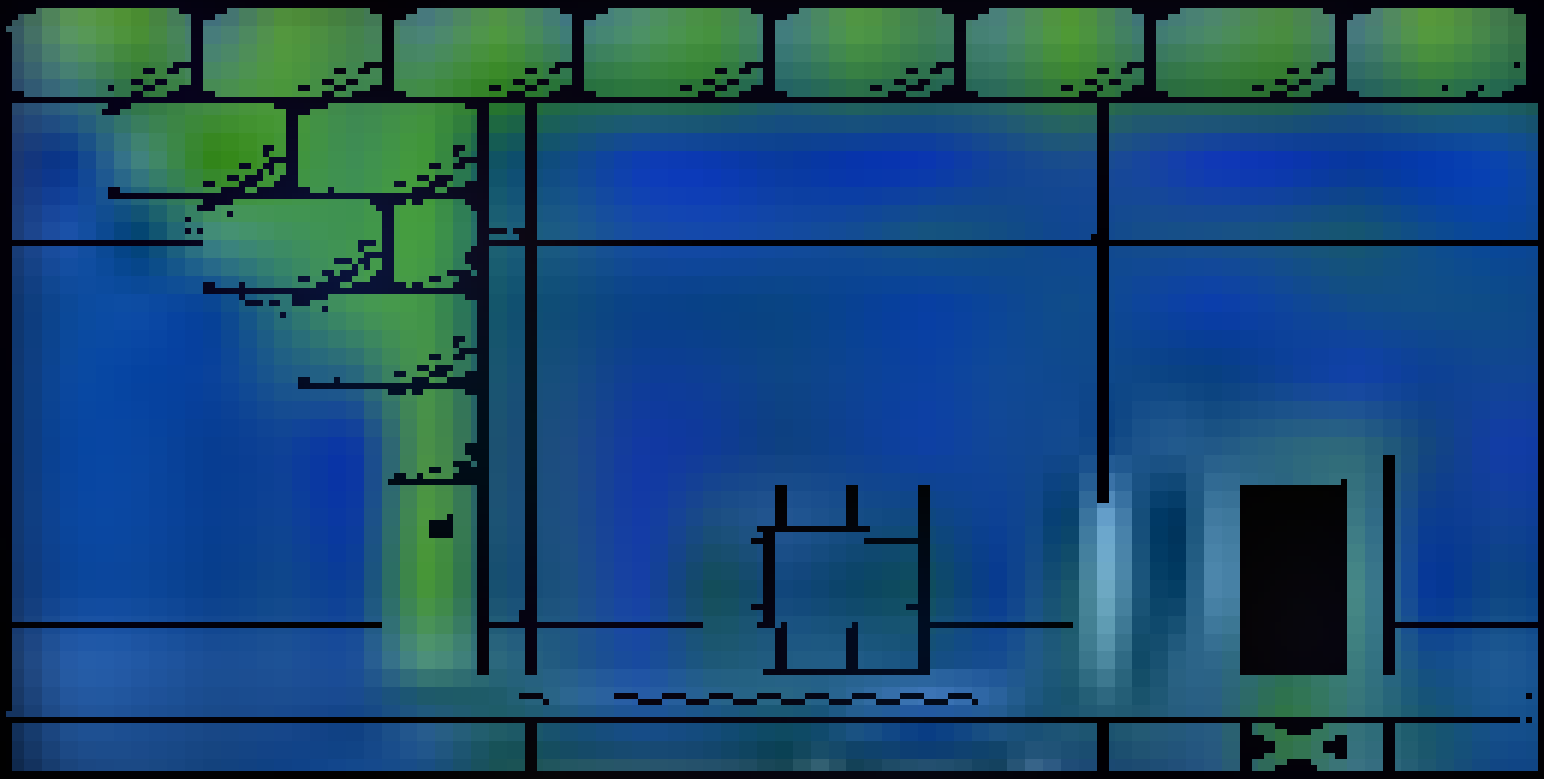
Programmiert von
Rainer und M.Schoenfeld


HALLEY
037,552 KM
00.00.19
42,414 KM/S
PWR


Géminis
Cáncer
Leo
Virgo
Libra
Escorpio
Sagitario
Capricornio
Acuario
Piscis
Aries
Tauro

[illegible]




000110
00
00

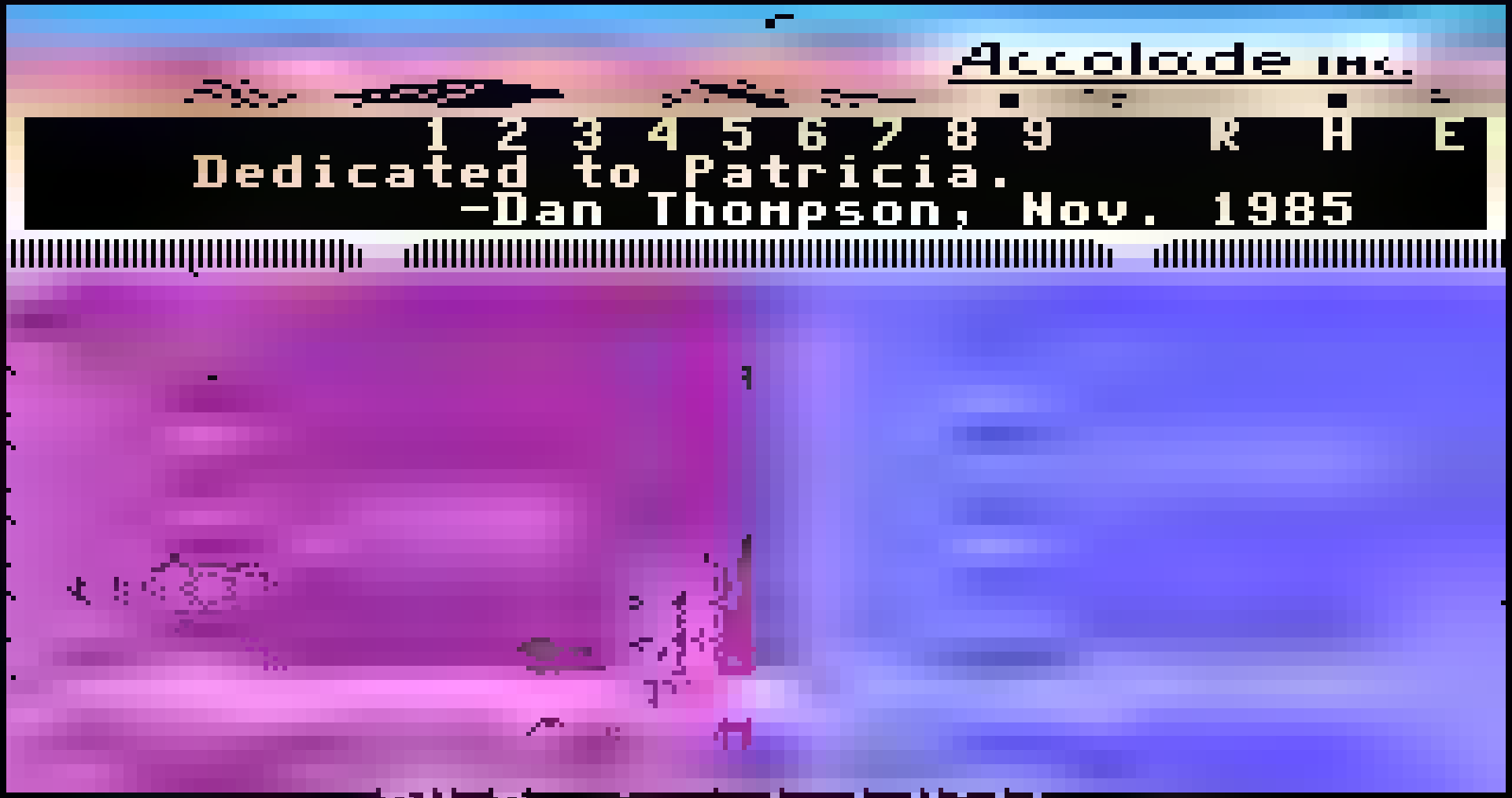


HANS KLOSS

Autor: Dariusz Żołna

© 1992 Avalon


OUT 0 INNING 1
McCall CF .308
CHAMPS 0
ALL-STARS 0



DH=Designated Hitter
Use either joystick to select option.
Press joystick button to start game.


OUT 0 INNING 1
McCall CF .308
CHAMPS 0
ALL-STARS 0


STRIKE
OUT 0 INNING 1
BALL 1 STRIKE 1
CHAMPS 0
ALL-STARS 0


Accolade inc.
1 2 3 4 5 6 7 8 9 R H E
CHAMPS 0 0 0 0
ALL-STARS 0 0 0


Cliff Ruvel
for
Accolade
inc.
HardBall
DESIGNER
Bob Whitehead
TRANSLATED BY
Dan Thompson
COPYRIGHT 1985 ACCOLADE,INC.

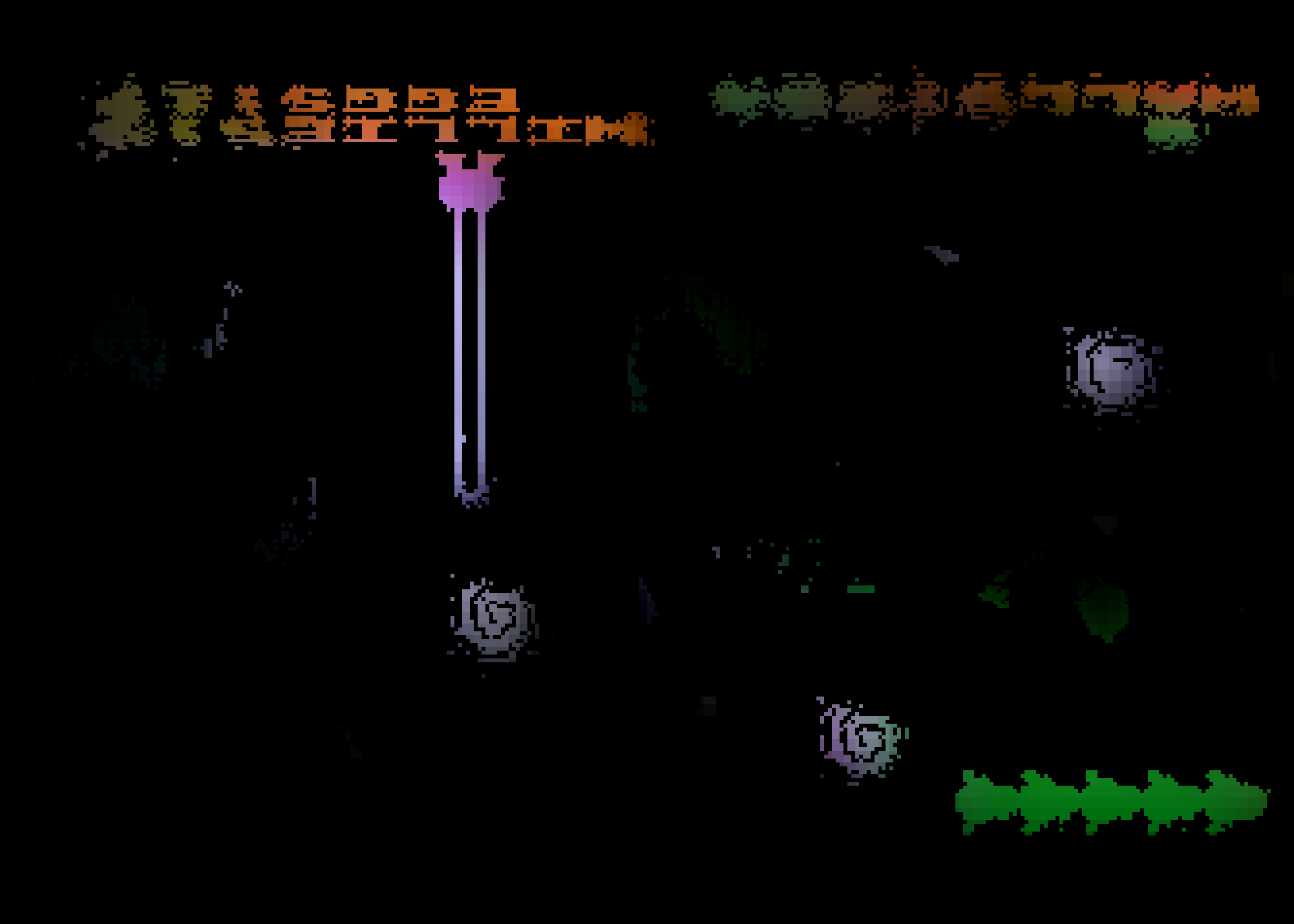
HARD HAT MACK

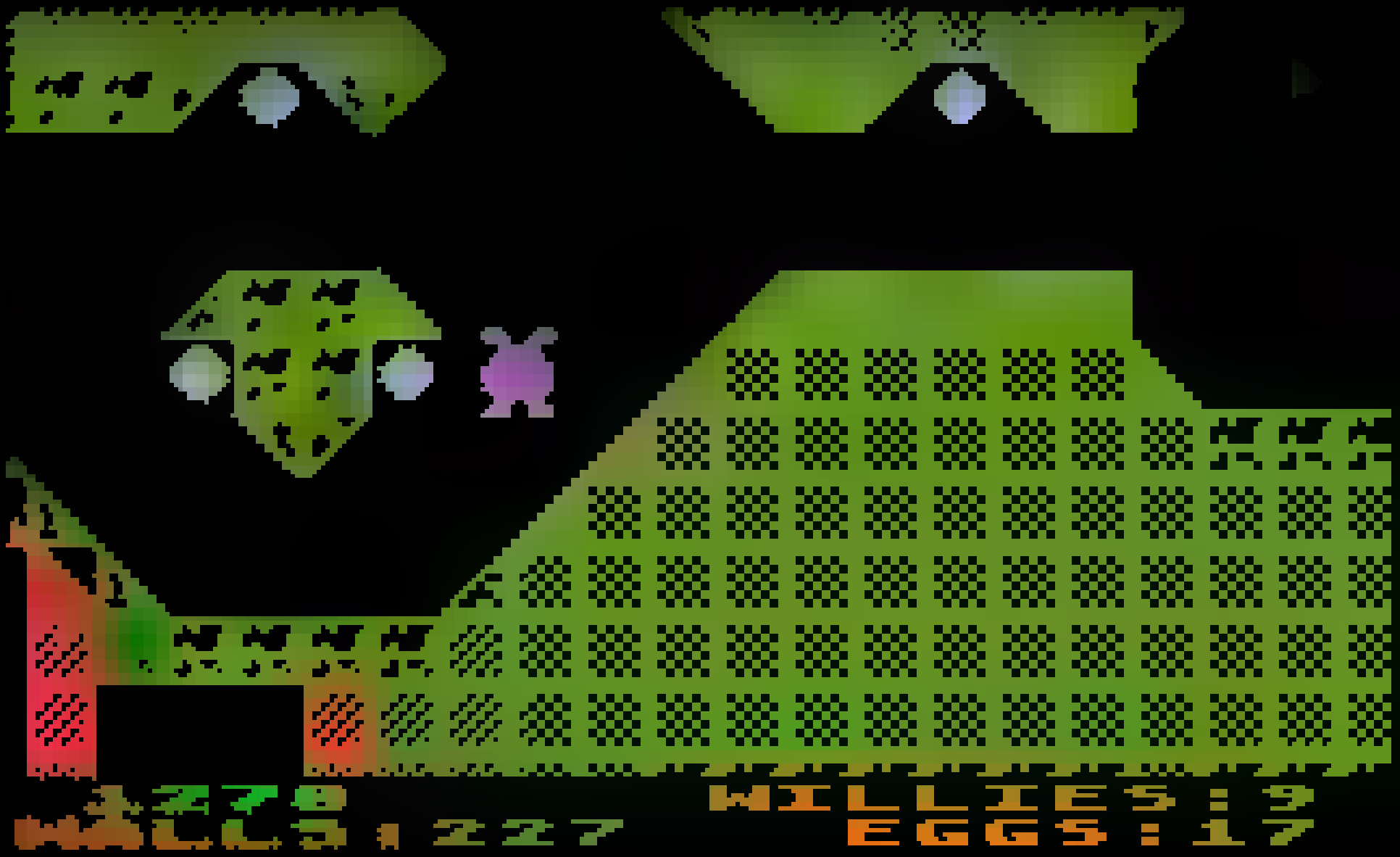
BY

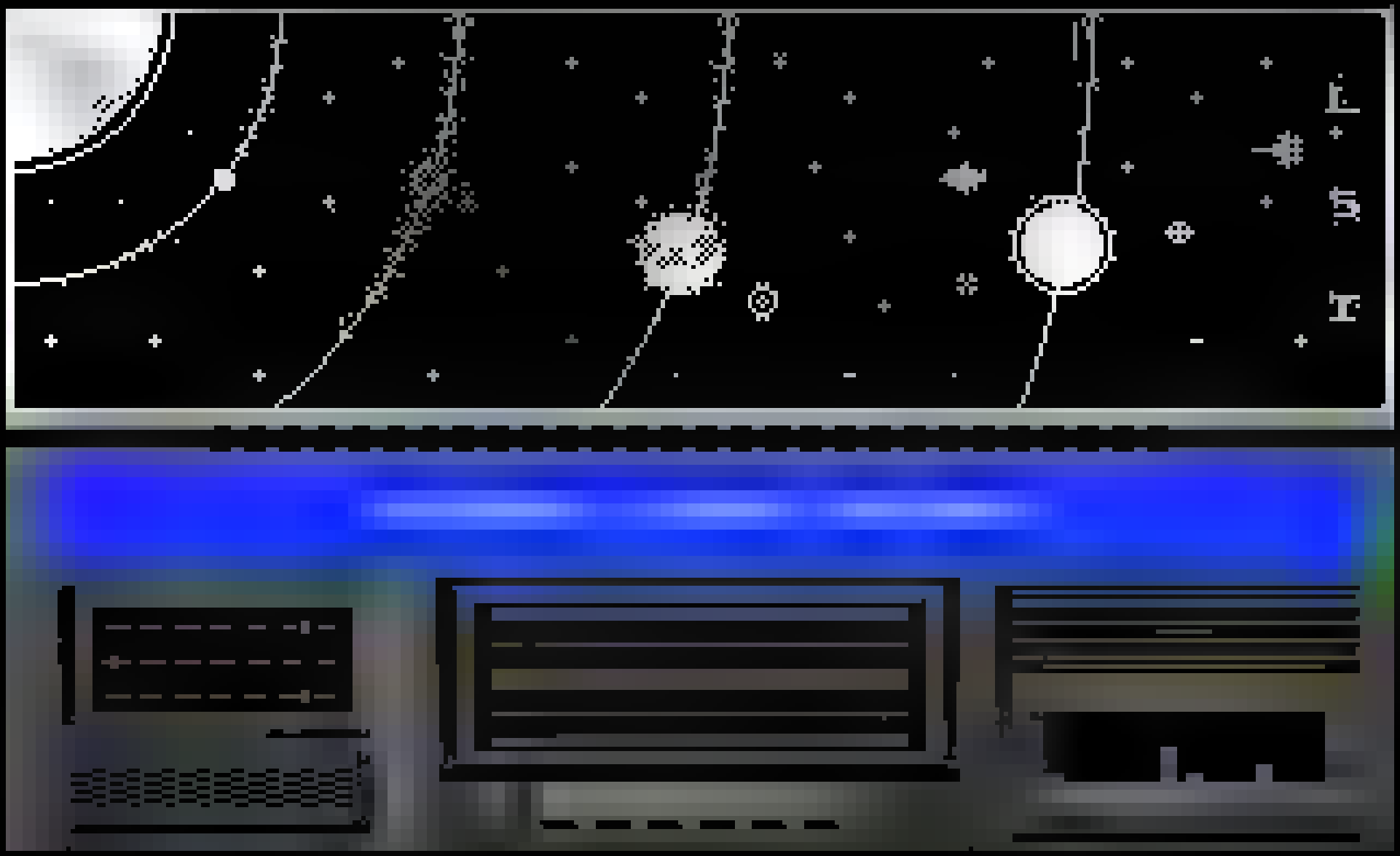
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ELECTRONIC ARTS [illegible]



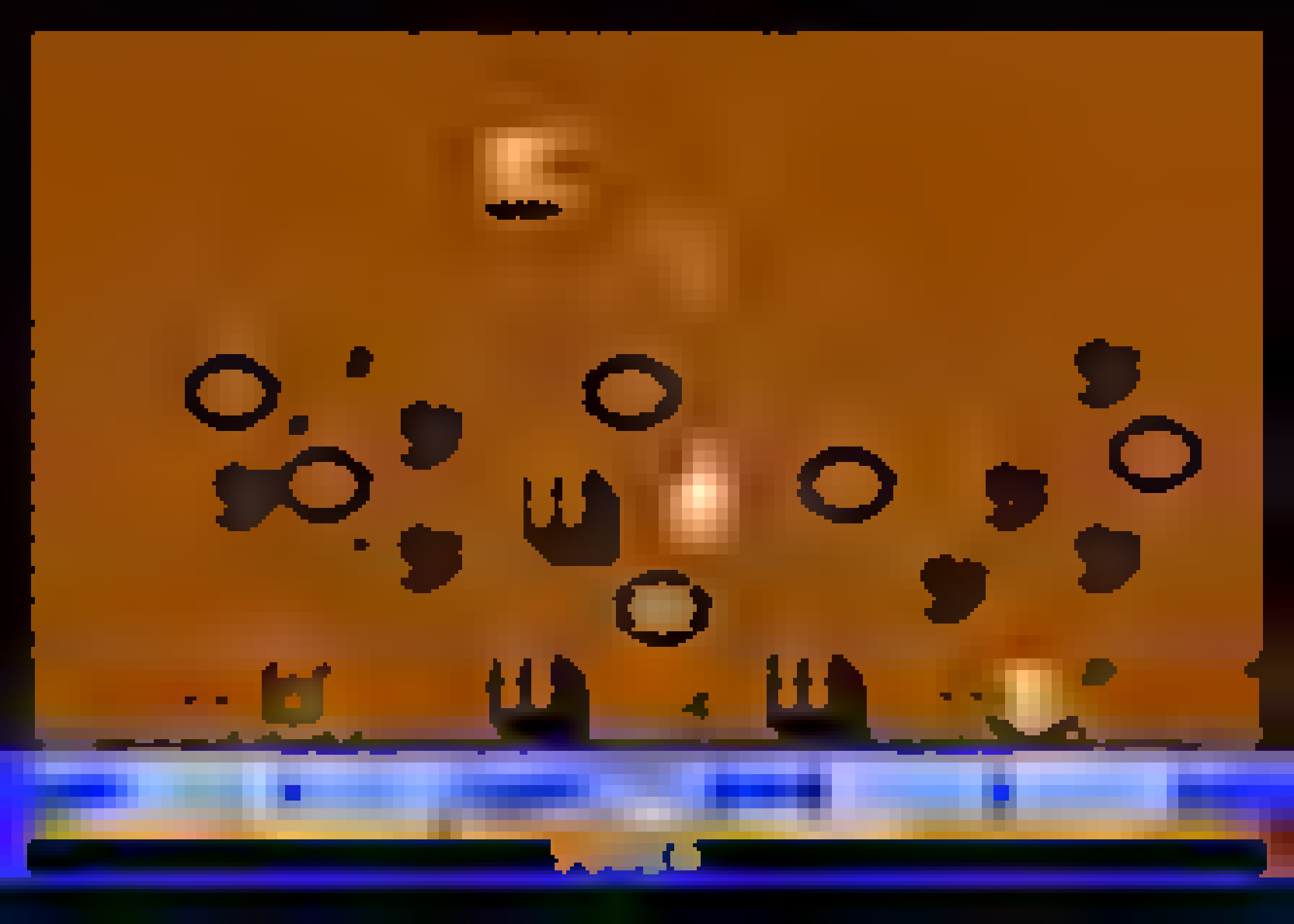

WILLIES: 9
EGGS: 17

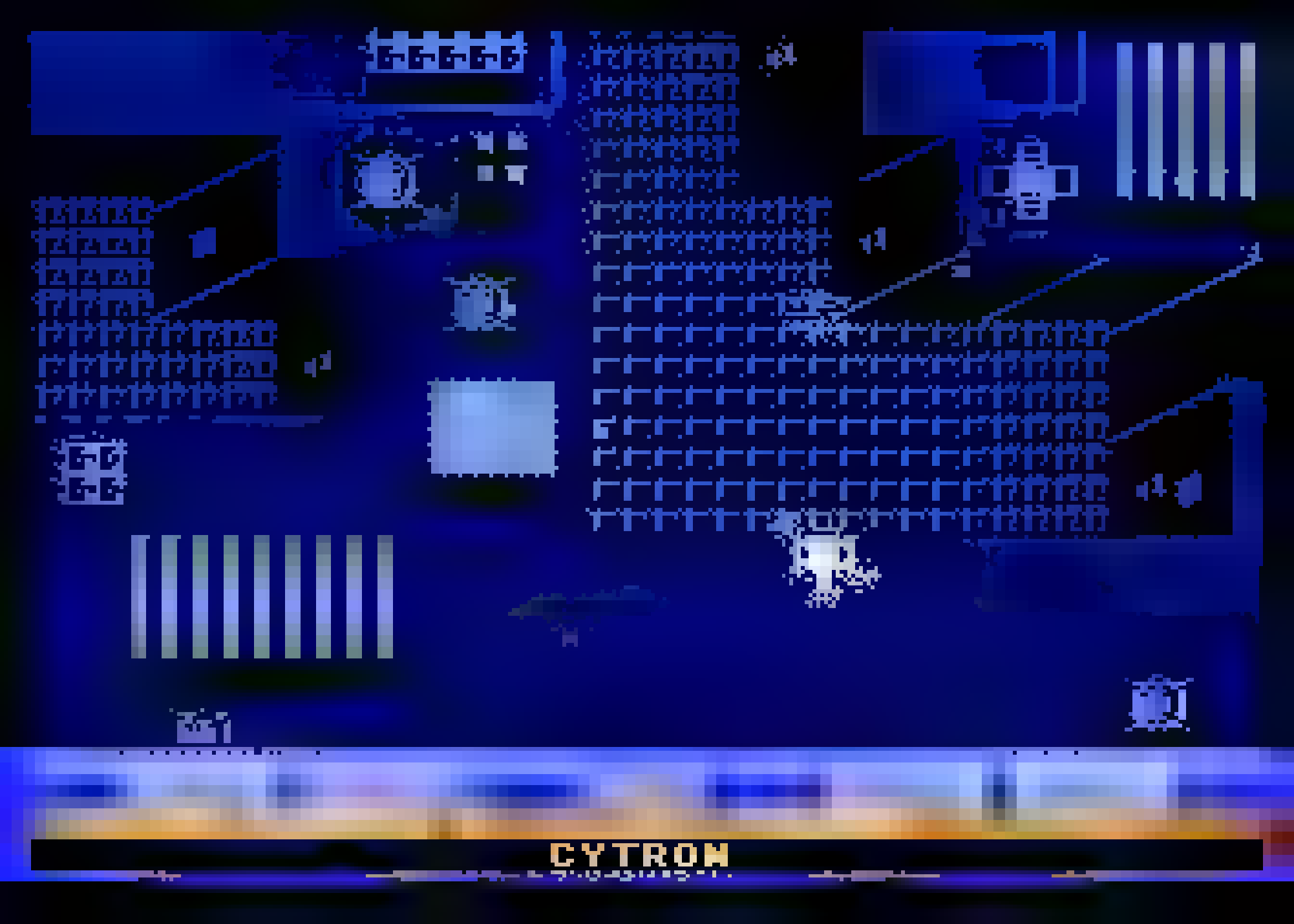



XAVIER


ANCOONA


SOLD
MYCEA




CYTRON



HAWKQUEST

A ANDREW BRADFIELD A

RED RAT SOFTWARE

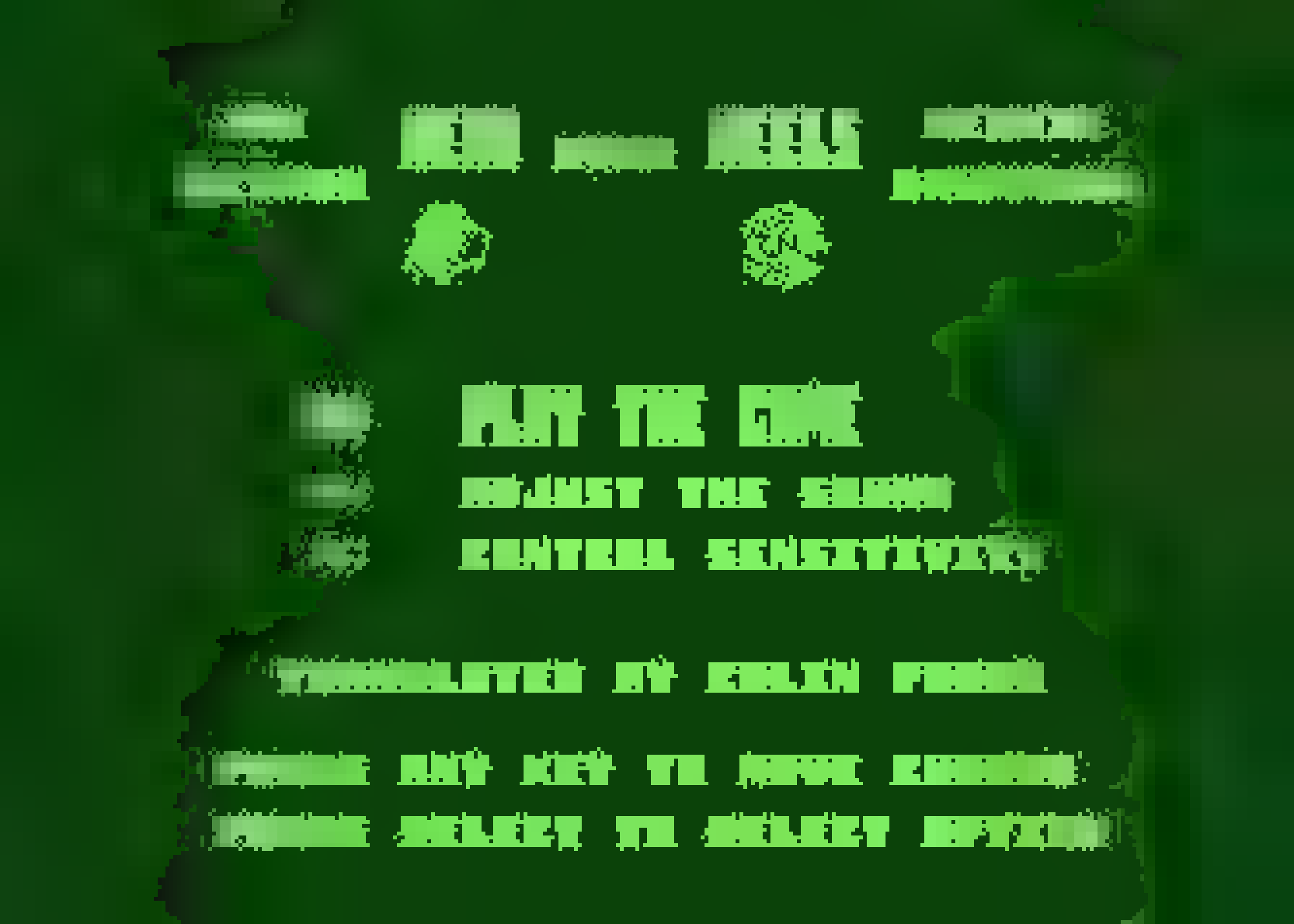




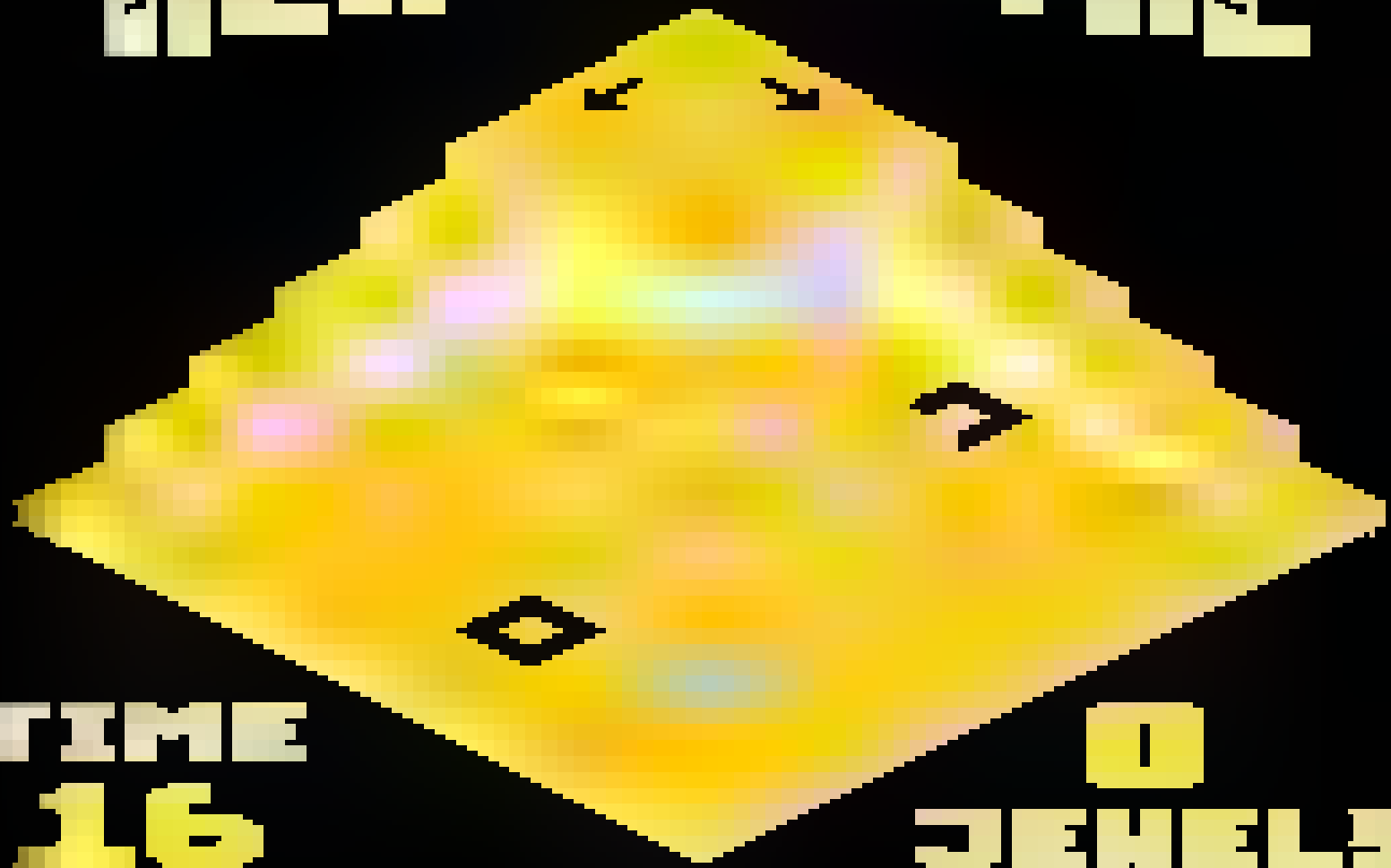








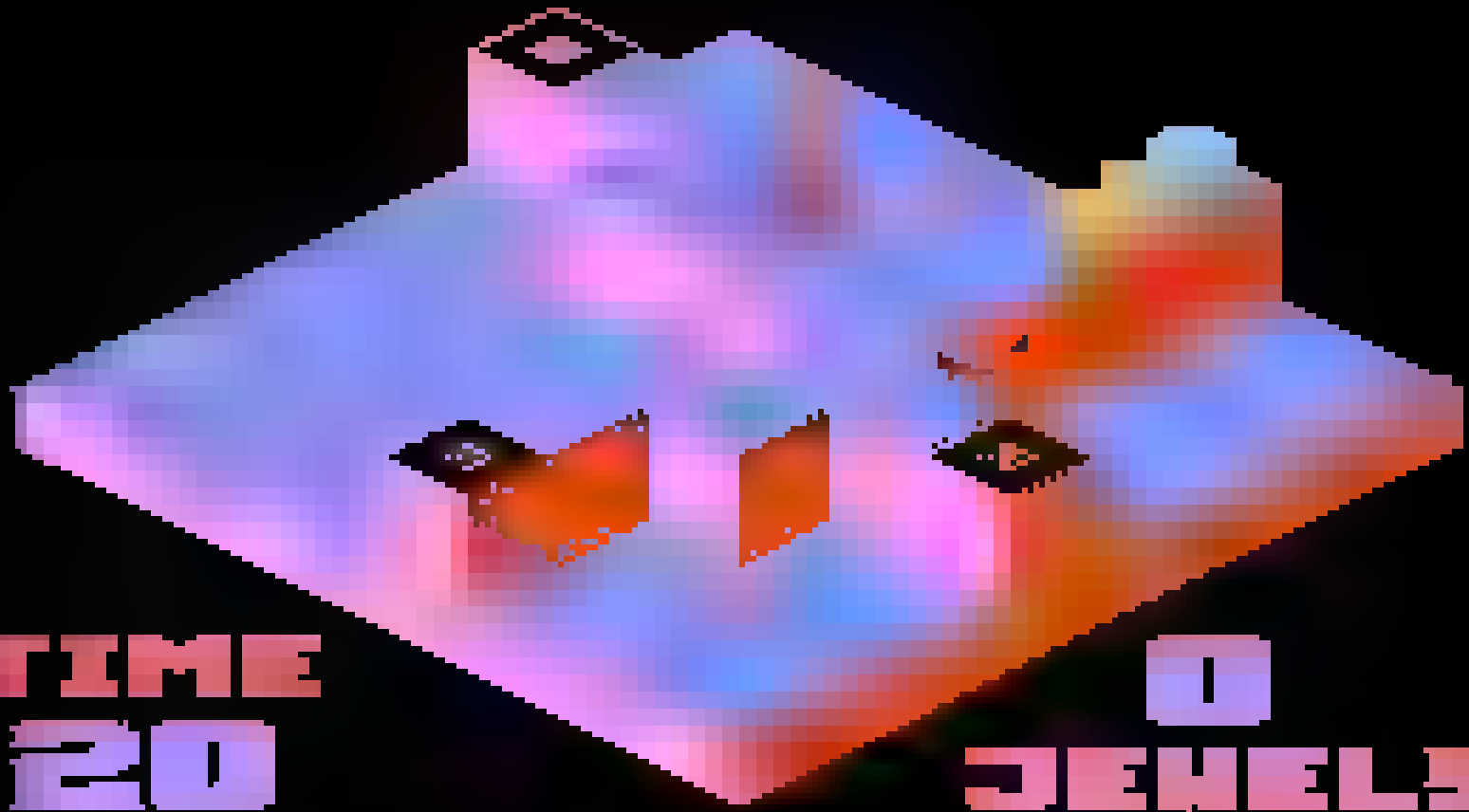
HEAVY METAL



TIME
16

0
JEWELS

HEAVY METAL



TIME
20

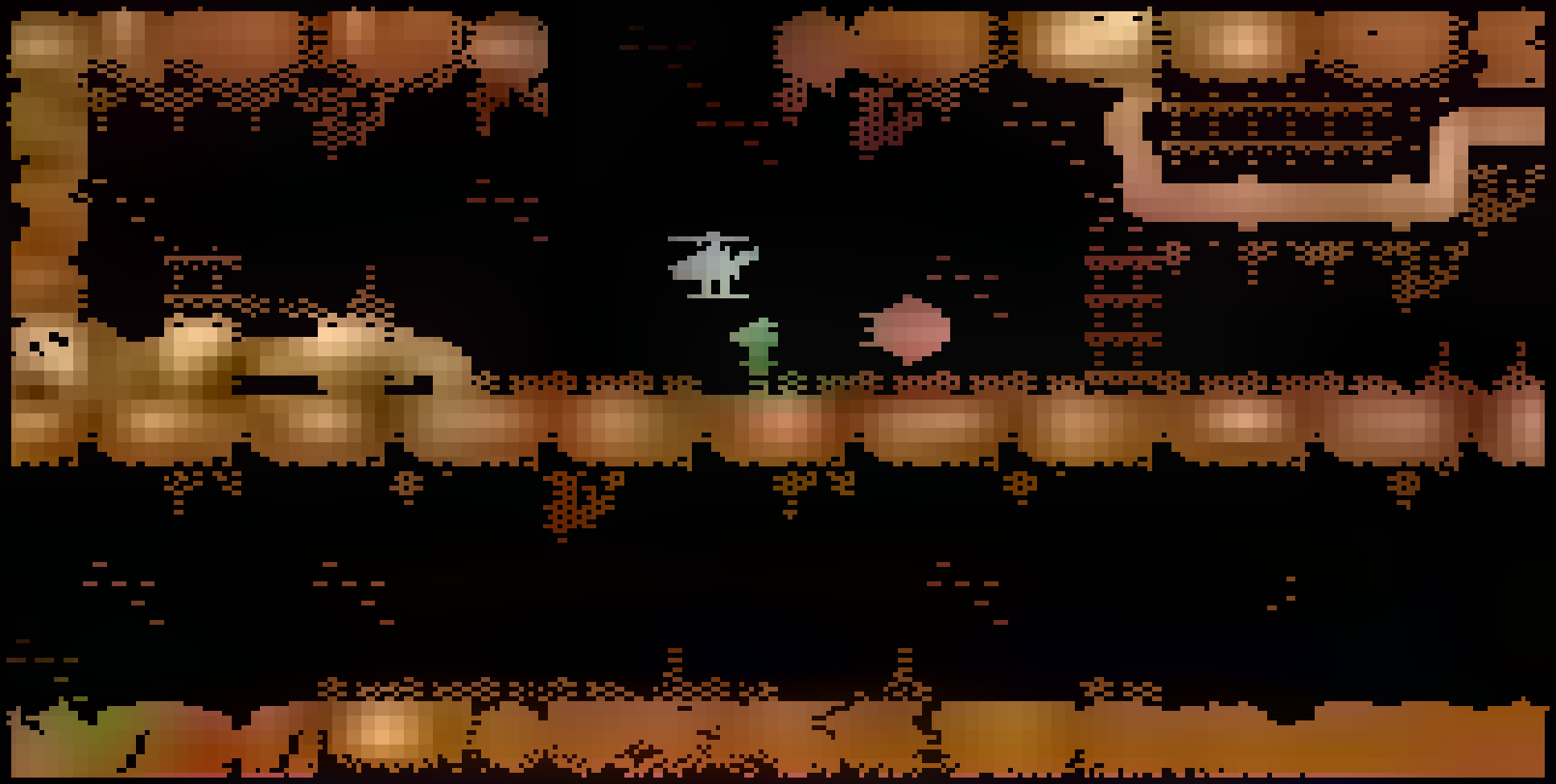
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JEWELS

Page 6 Magazine Presents

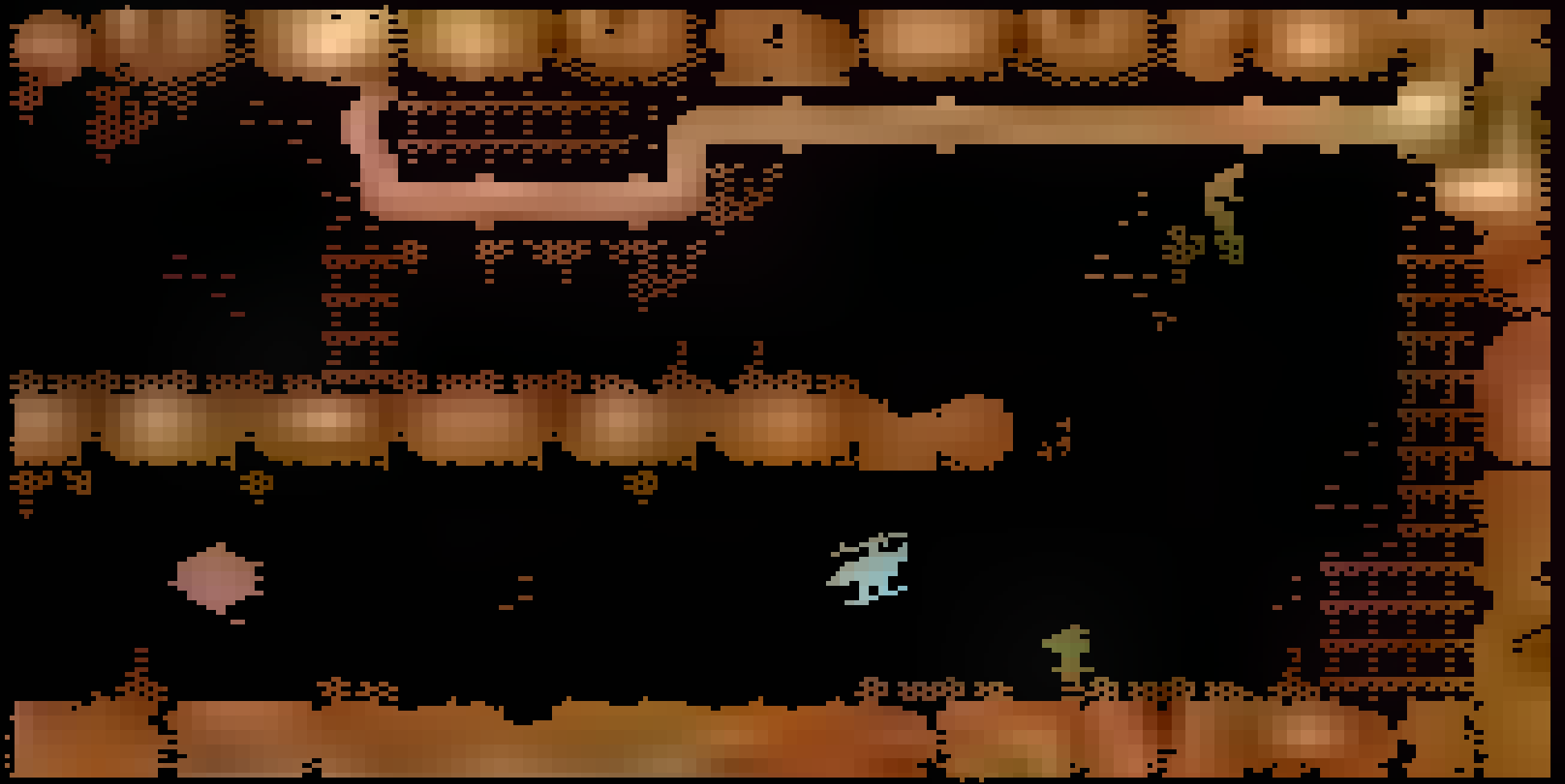


By Paul Jay

[OPTION] To Begin From Last Location



task	state	bounty



Gold: 0000260

00:00:48


Spd:200
Alt:8418
Course:9
Ammo:30
Power:10


HELLCAT ACE
SCENARIOS
SELECT A SCENARIO
TO PLAY


Spd:188
Alt:8307
Cours


HELLCAT
ACE


ROOM NO. : 7
WOUNDS = 180%
FATIGUE = 100%
ARROWS = 30
MAGIC AR = 0

HELLFIRE WARRIOR

COPYRIGHT (C) 1982

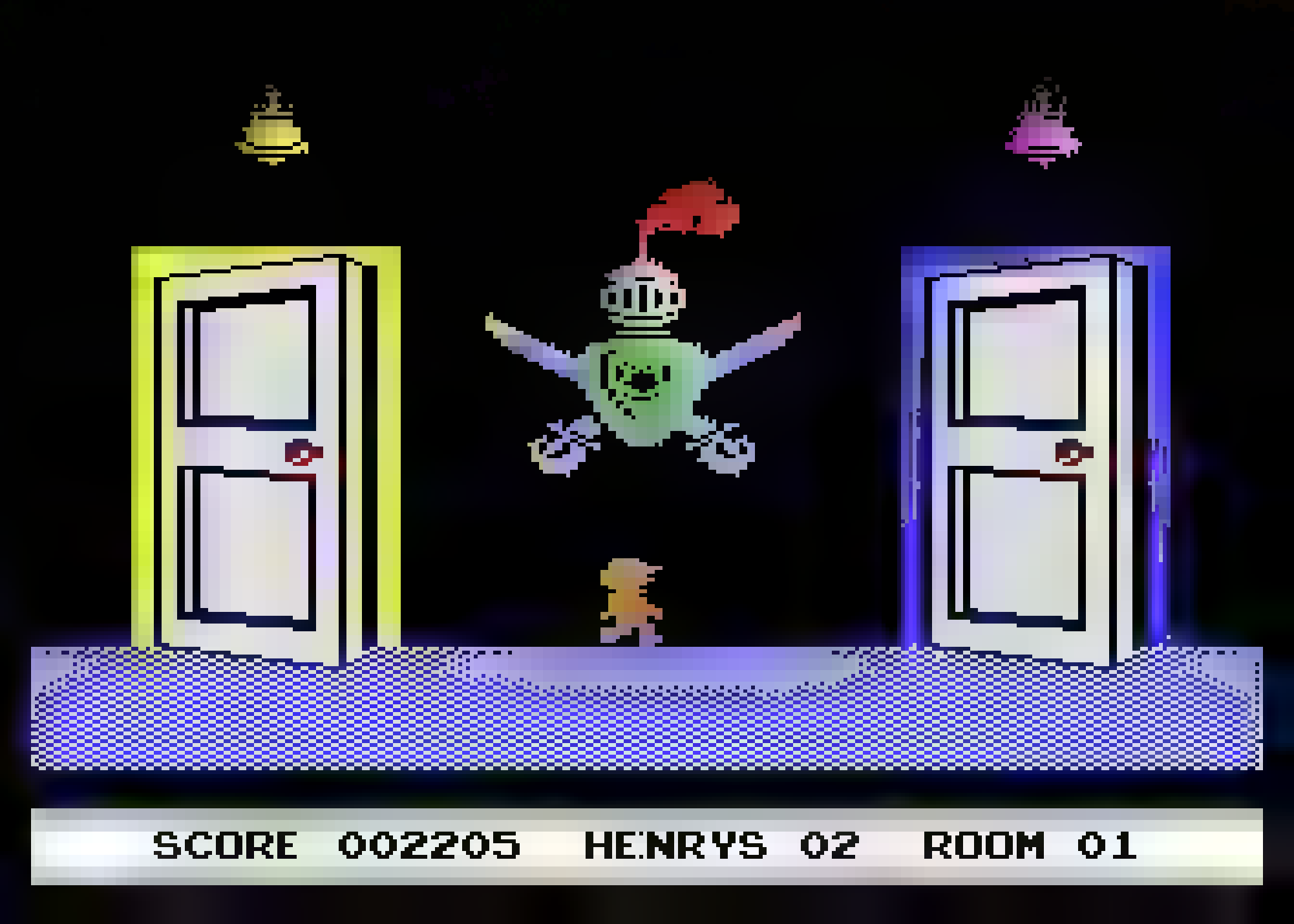
AUTOMATED
SIMULATIONS

VER. 1.0

HIT ANY KEY



SCORE 000075 HENRYS 03 ROOM 01


SCORE 002205 HENRYS 02 ROOM 01



SCORE 002205 HENRYS 02 ROOM 02



BY CHRIS MURRAY

Starring little



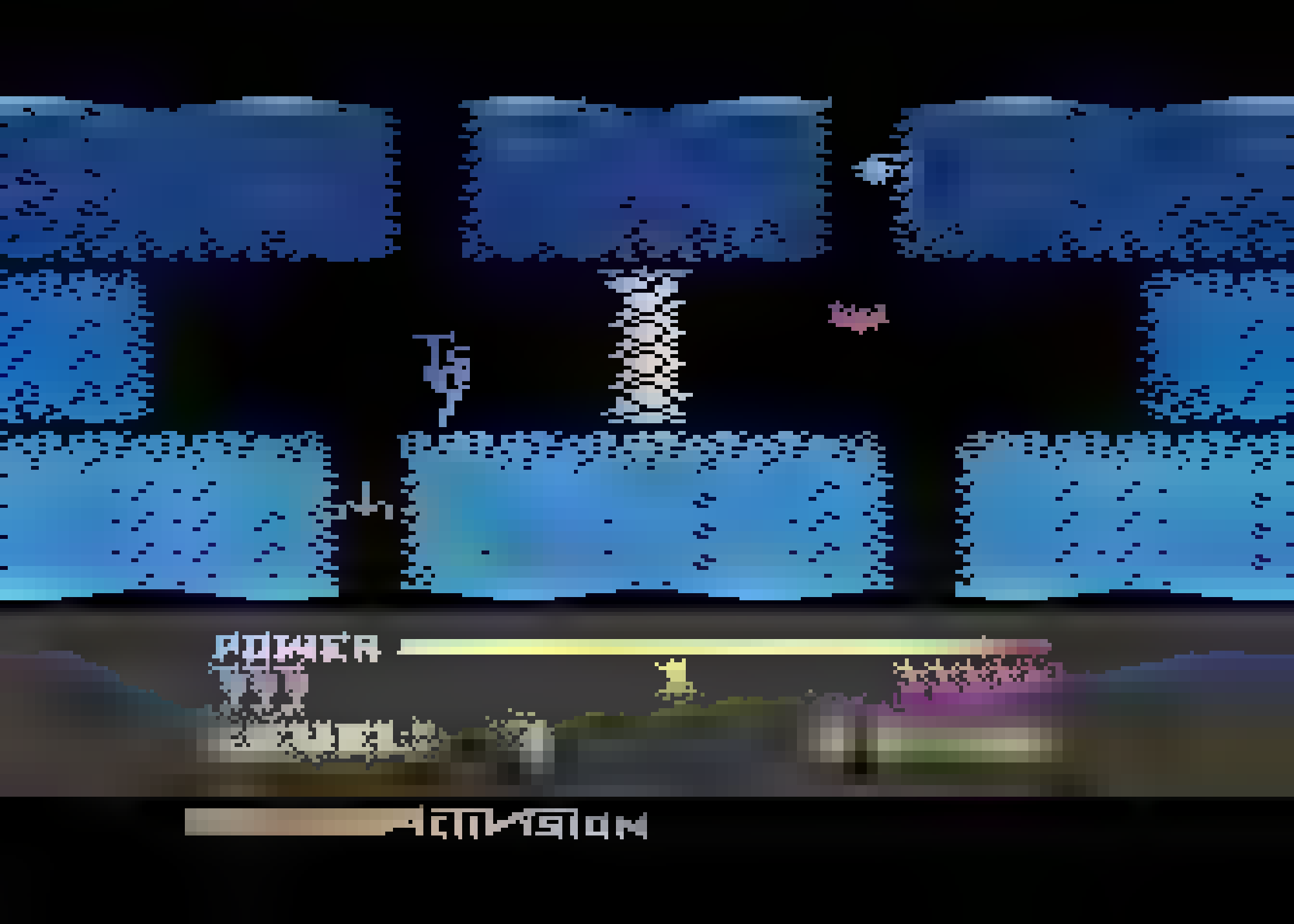
COPYRIGHT 1987 MASTERTRONIC

ALL RIGHTS RESERVED

SCORE 000000 HENRYS 03 ROOM 01

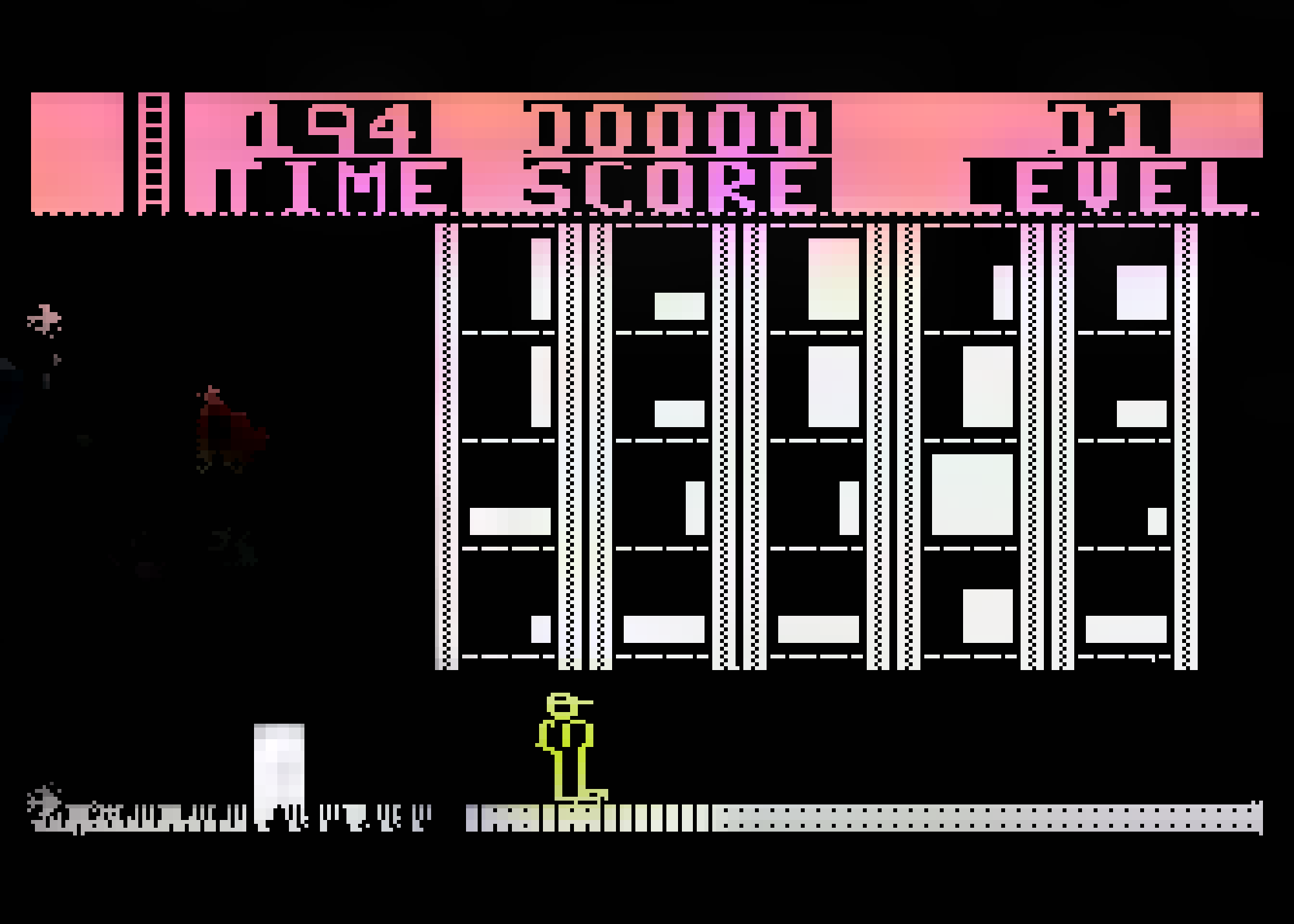




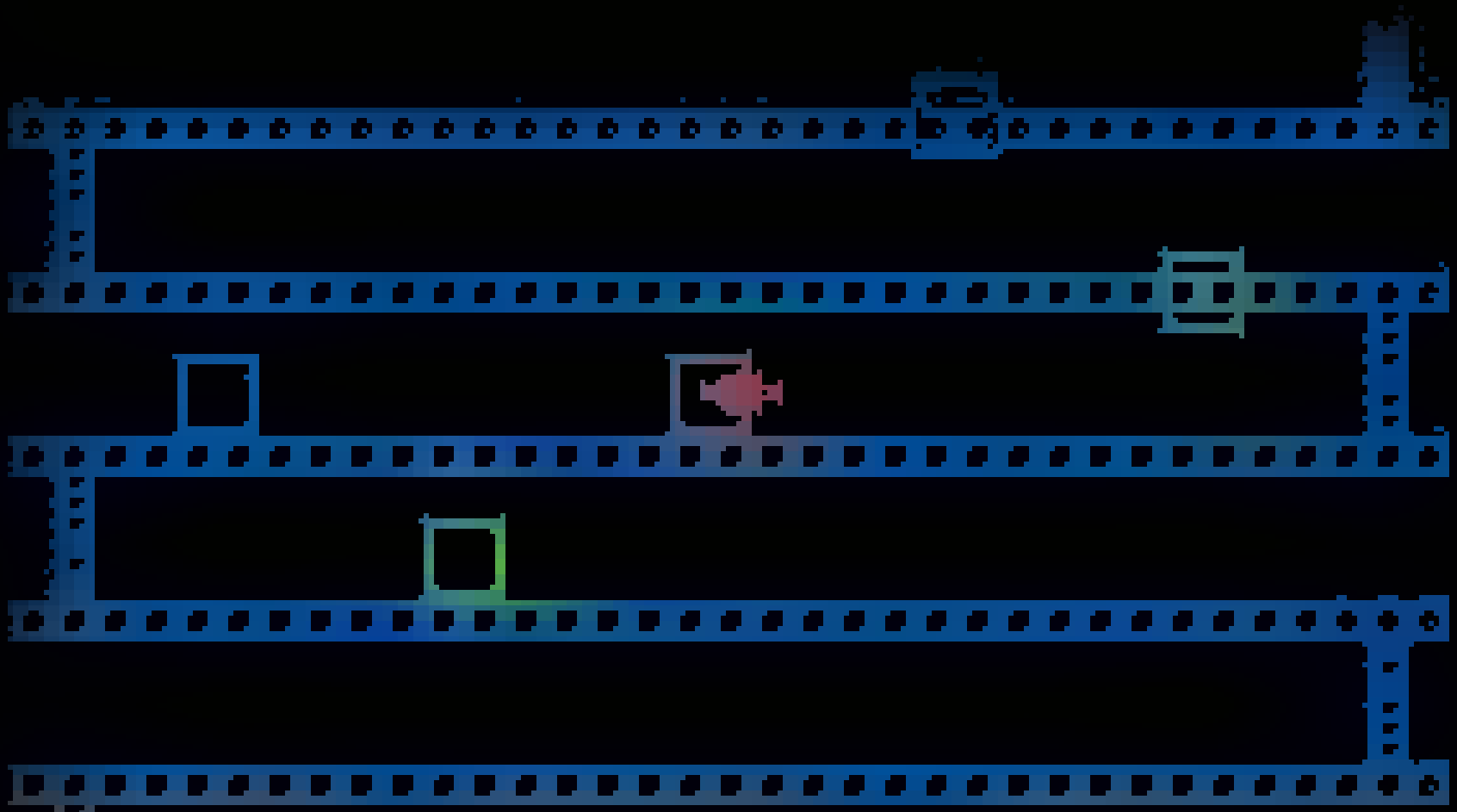

POWER

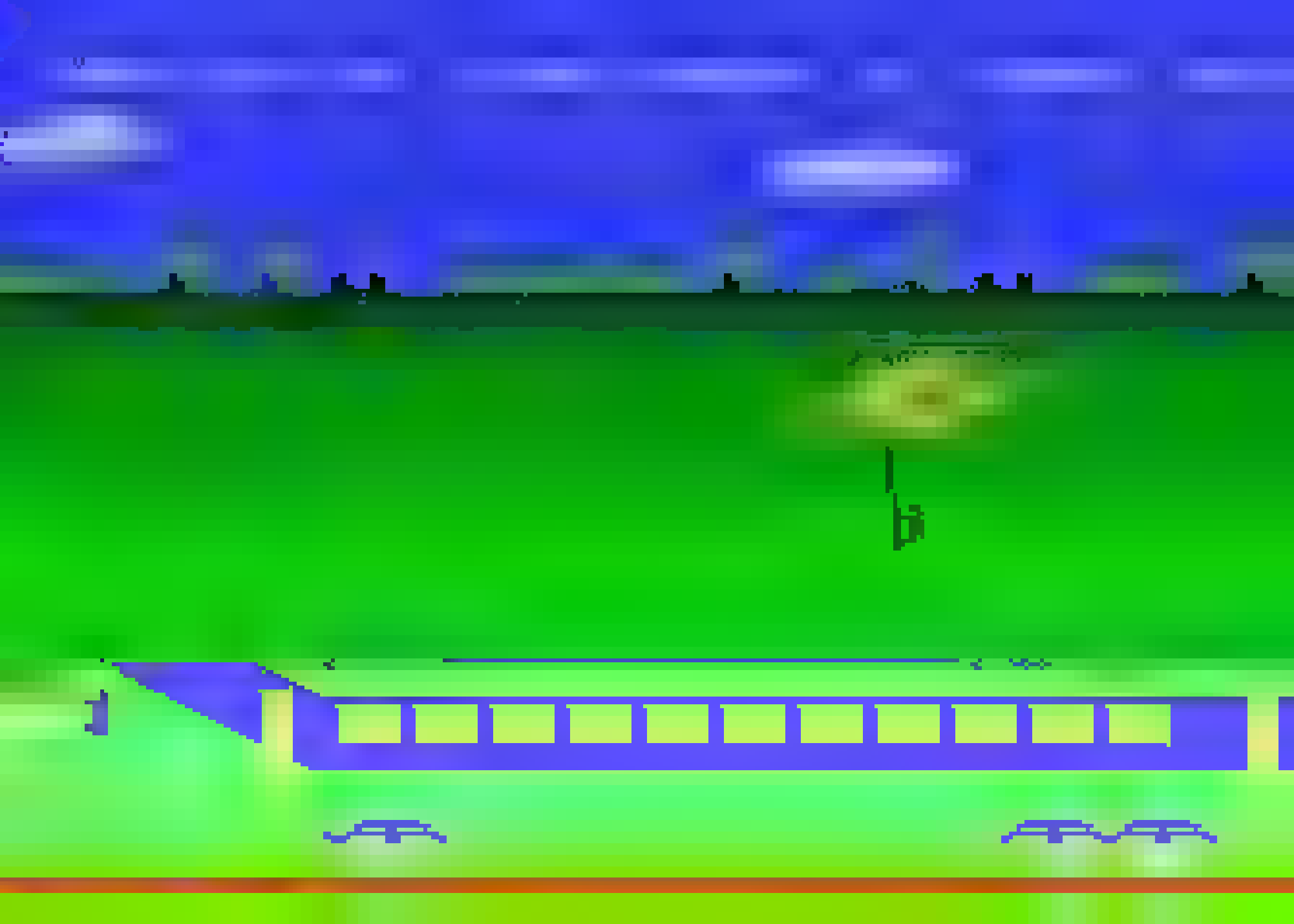


TED BY THE SOFTWORKS

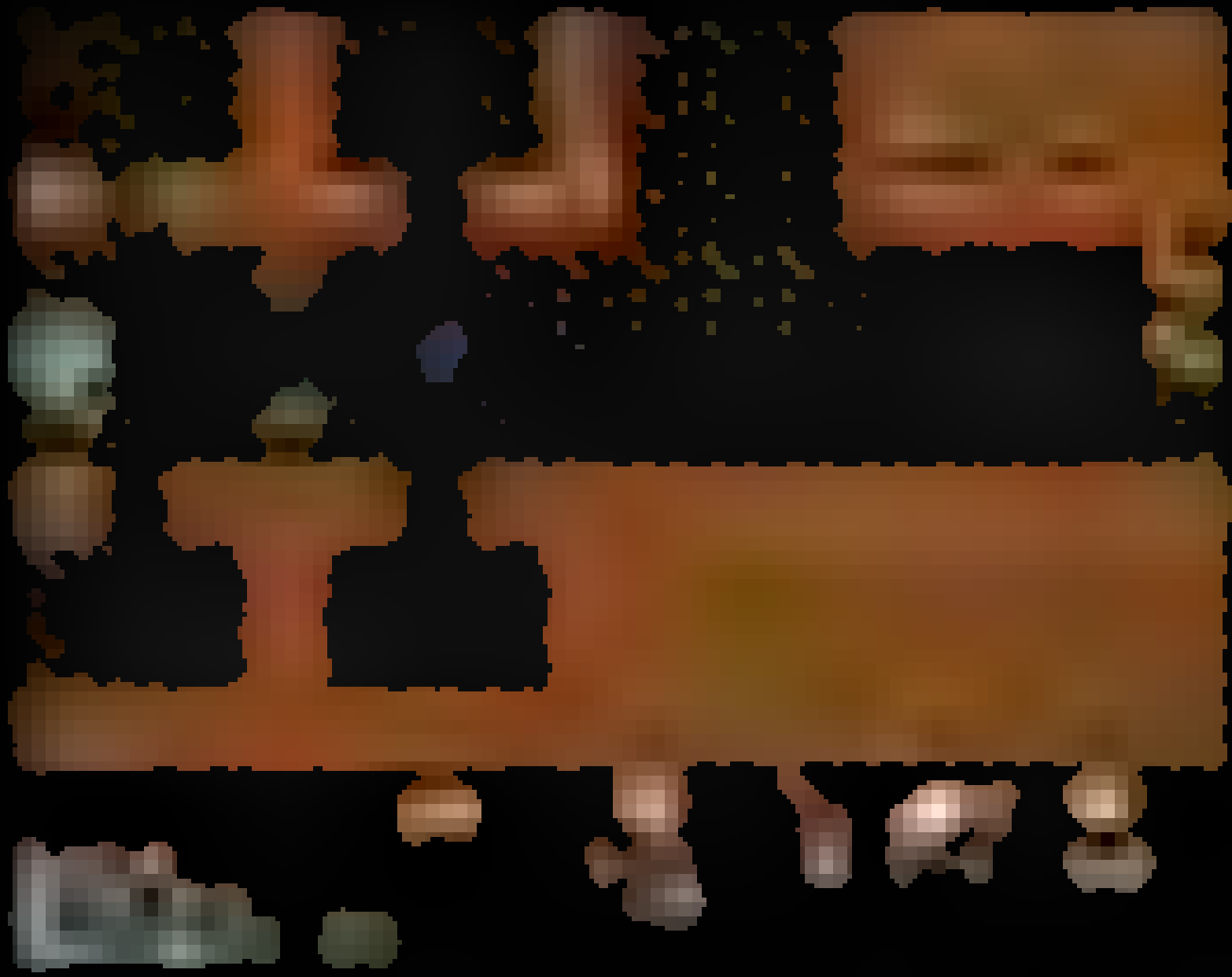

194
00000
01
TIME
SCORE
LEVEL


KING KONG RISE

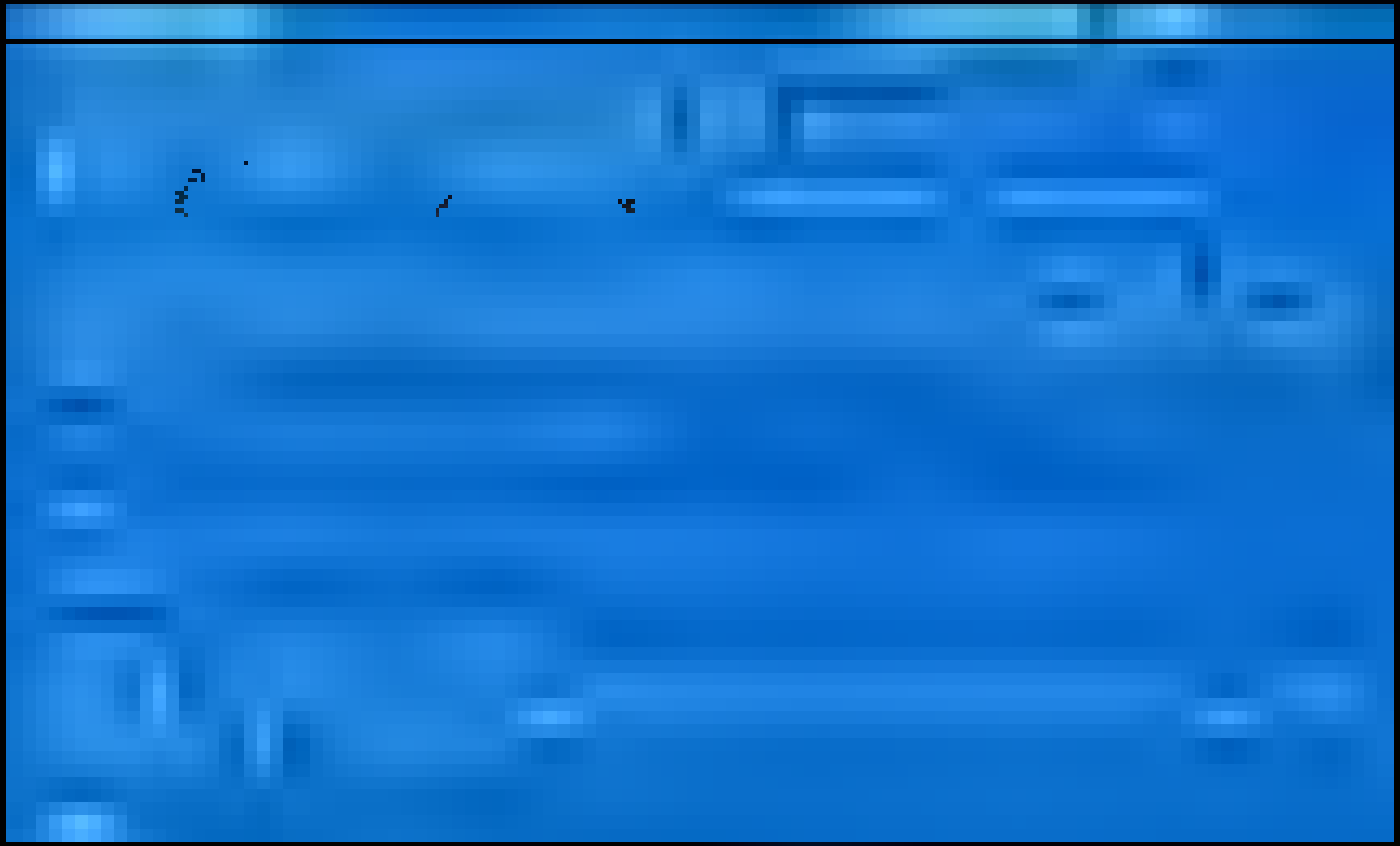

SCORE 000000 MEN 00
LEVEL 01 FLOOR 01

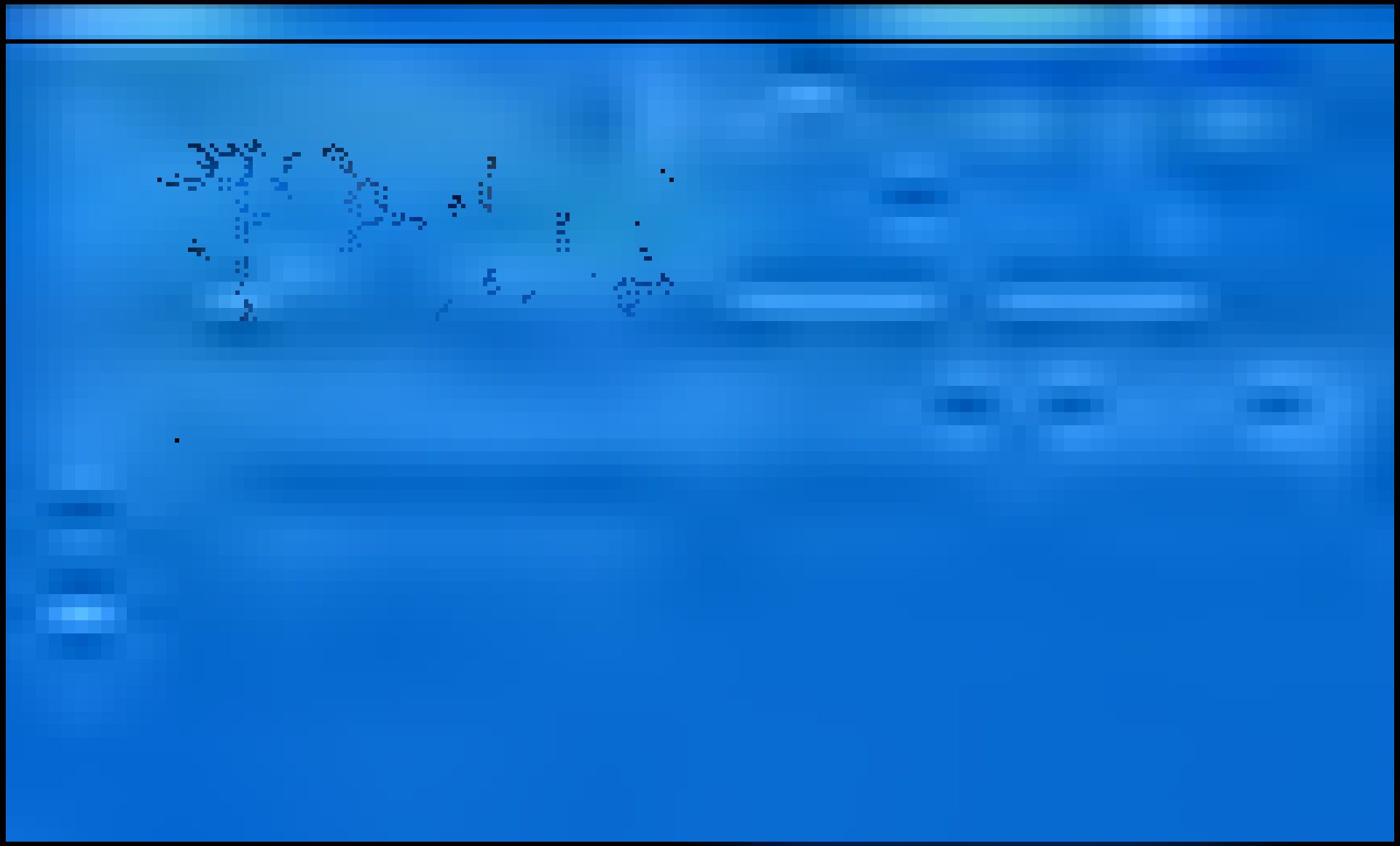


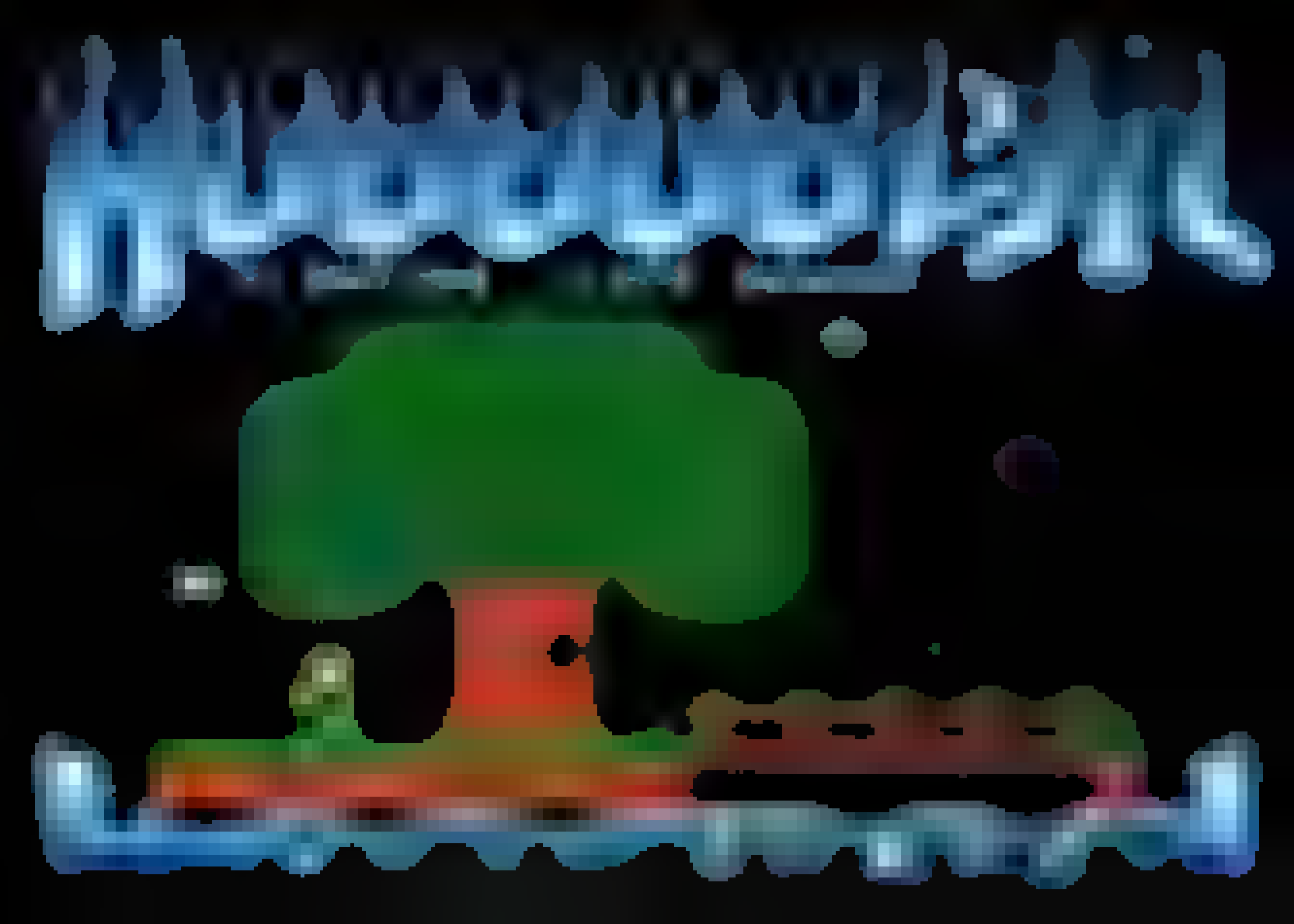





HIS DARK
MASTER

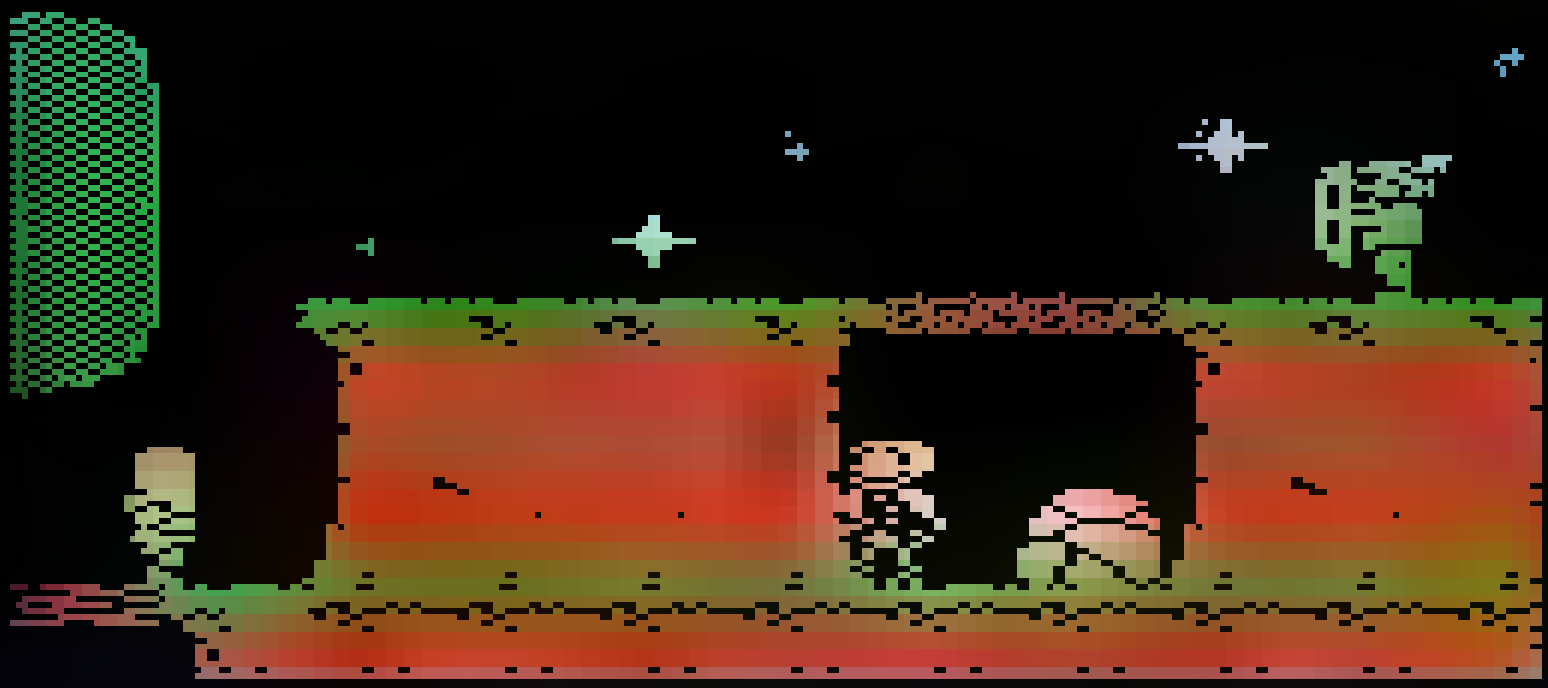






HOBGOBLIN

Hi 001700 SCORE 000950

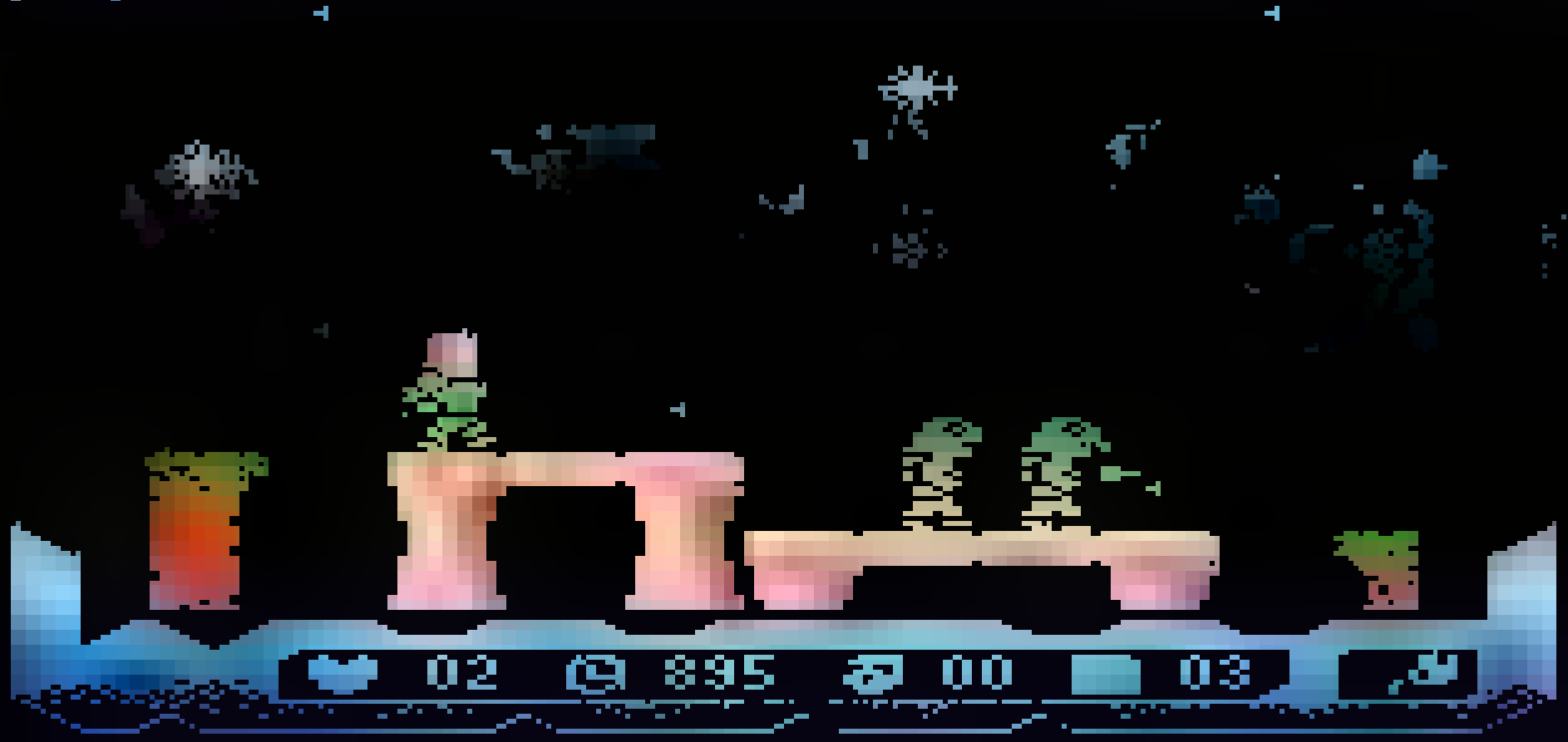


02 966 00 01


HOBGOBLIN
Hi 001700 SCORE 002400
02
910
00
03

HOBGOBLIN

Hi 001700 SCORE 002800



HOBGOBLIN


ORIGINAL
BBC GAME
DAVID
PANSONS
ATARI
VERSION
NAL
HAZ
STRING

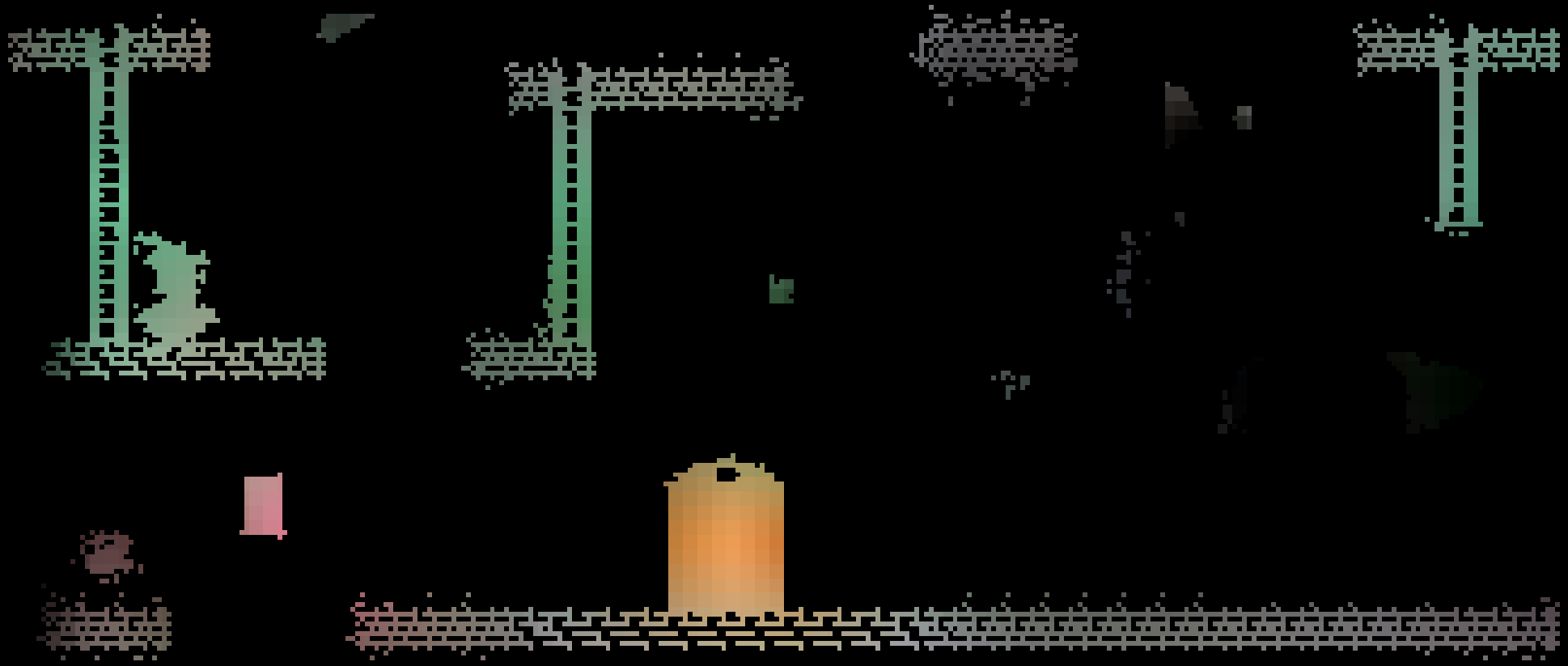



HOT LIPS
SEXY YOUNG
COPYRIGHT NOW SLOWS
LONDON SOFTWARE

COUNTING:3363 SCORE:0000 HISCORE:0000
MEN:2 ROOM:1 RECEPTION ROOM
MISSION: SELECT ROOM AND ENTER

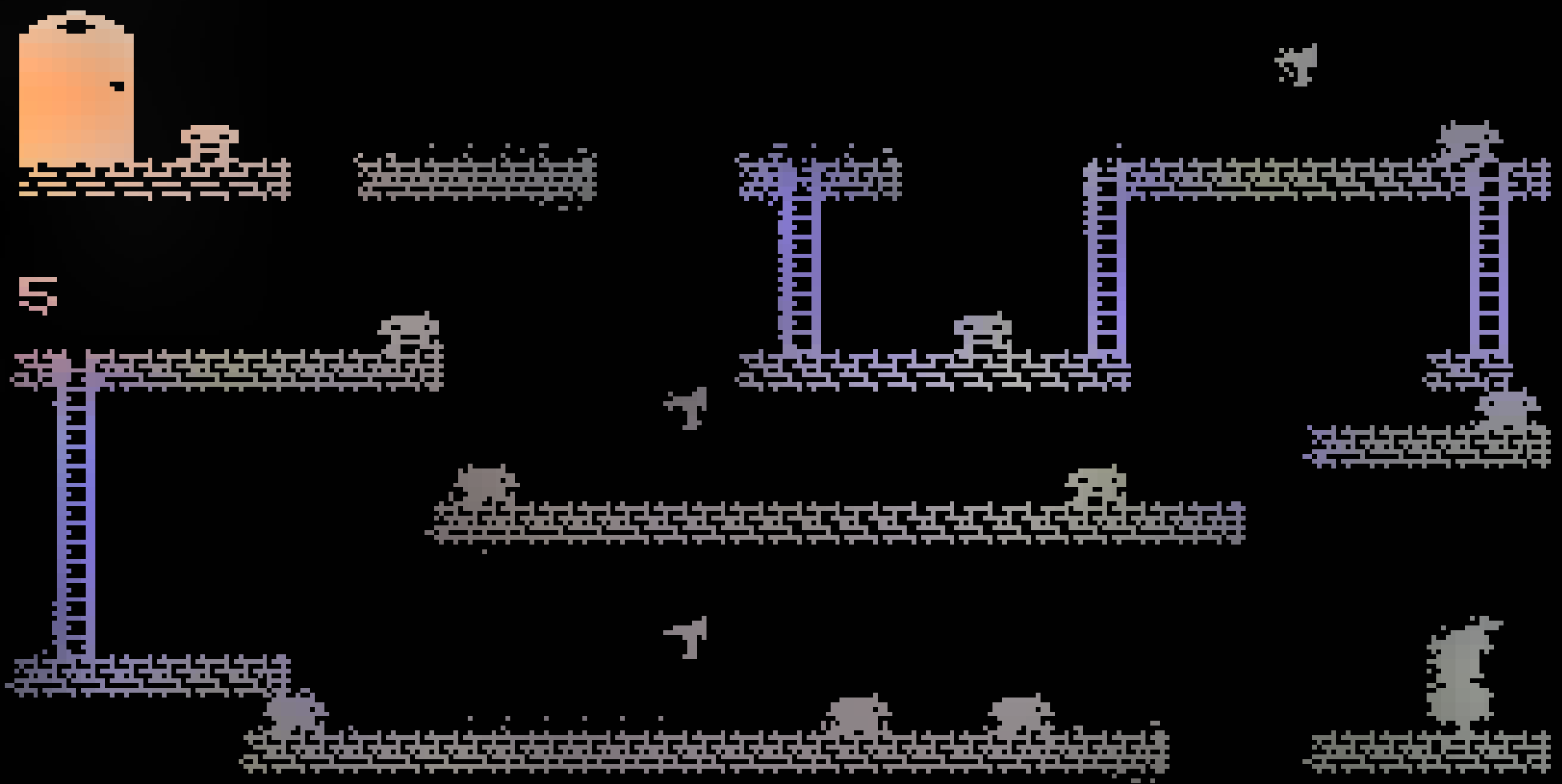


COUNTING:3807 SCORE:0100 HISCORE:0000
MEN:2 ROOM:2 THE HIGH ROOM
MISSION: STAND AT THE RIGHT POSITION



COUNTING:3077 SCORE:0100 HISCORE:0000
MEN:2 ROOM:3 STAIRCASE
MISSION: JUMP OVER THE SHELL

COUNTING:3357 SCORE:0300 HISCORE:00000
MEN:2 ROOM:5 MONSTER PARTY
MISSION: SHOCK THE MONSTERS

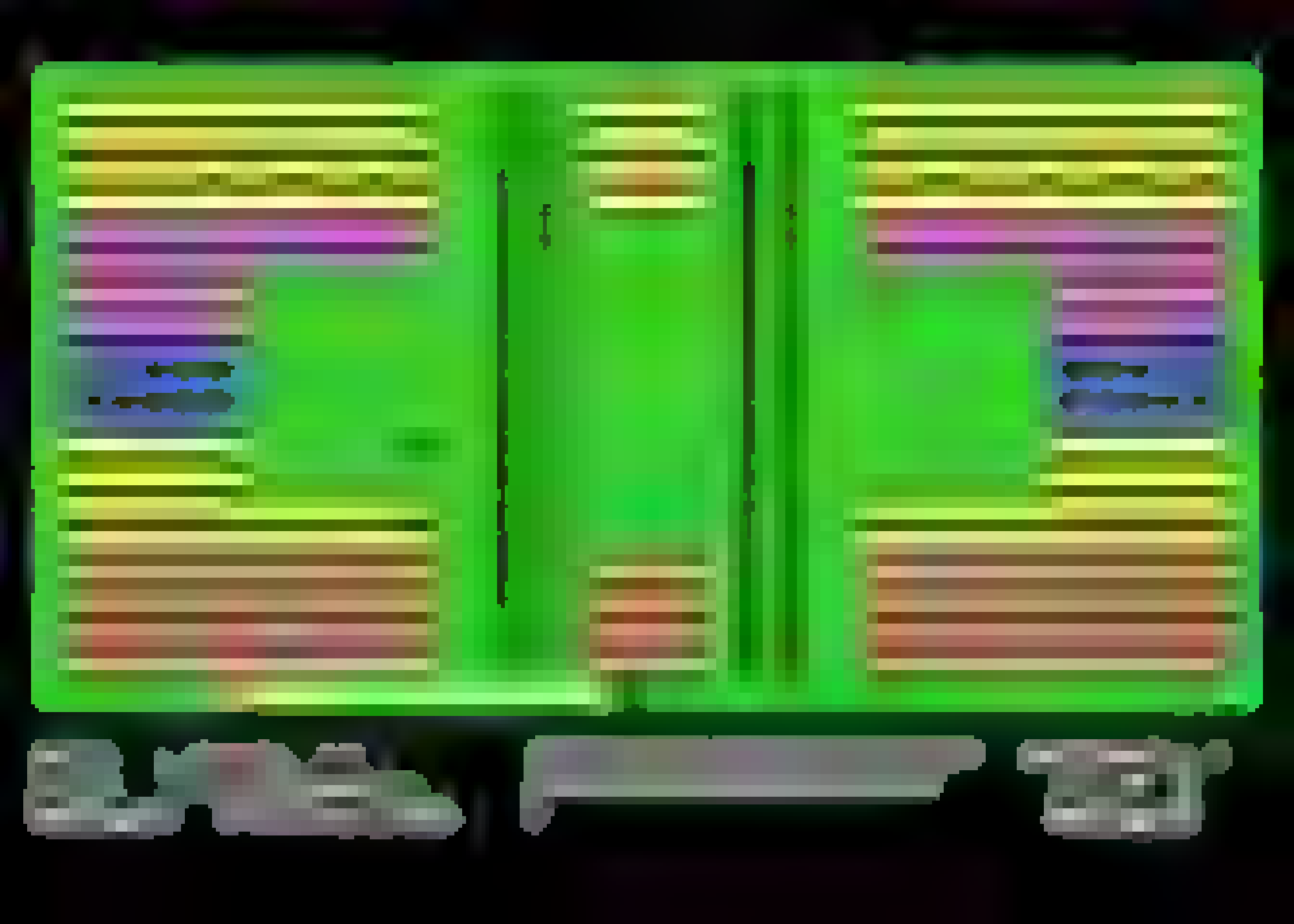


HOUSE OF USHER

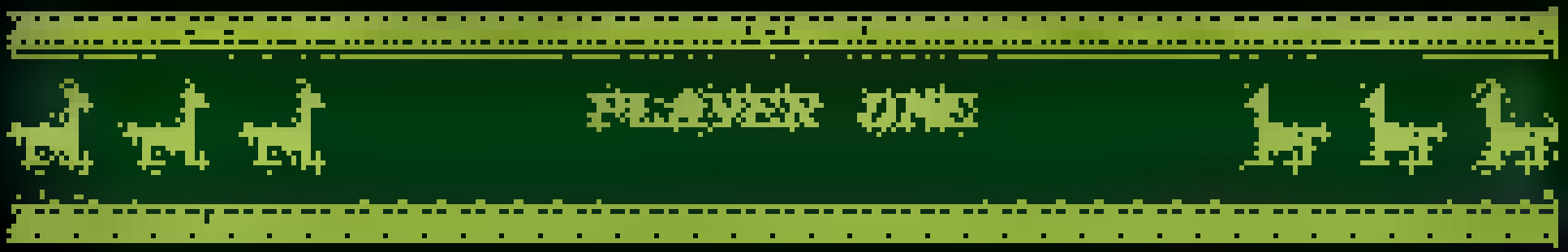
A MYSTERY TALE WRITTEN 1845 BY
EDGAR ALLAN POE



WWW.FREE-EBOOKS.NET

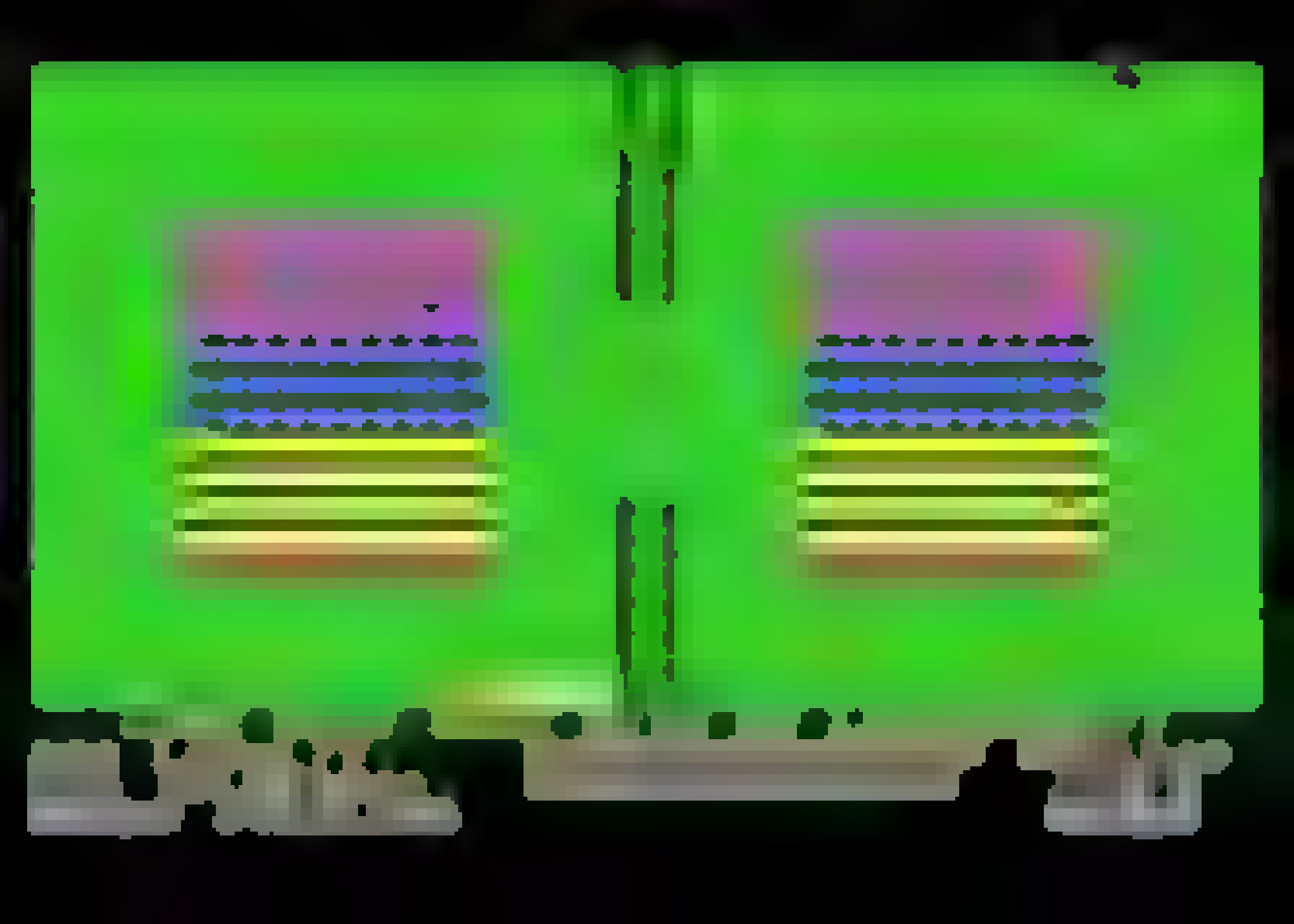






DOG LOYALTY:
DOG TOLERANCE:
MOWER OVERLOAD:

JIM'S MOWER

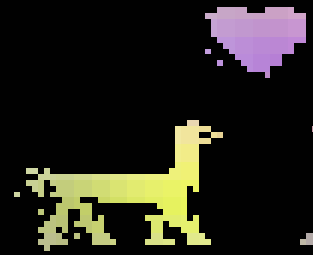


LLAMASOFT PRESENTS... JEFF MINER'S

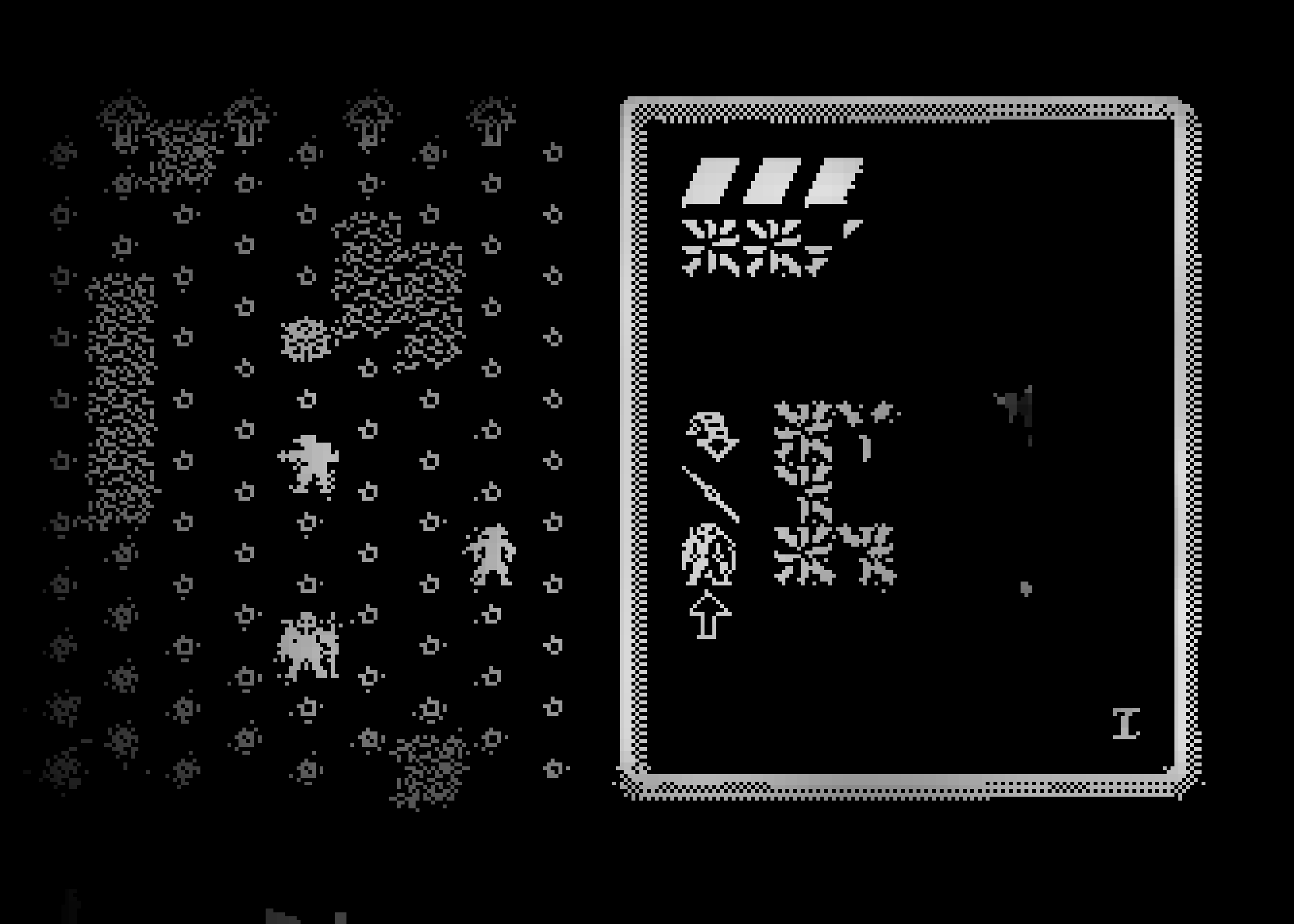
MUSICAL ARRANGEMENT BY JAMES LISNEY

GAME DESIGN BY P.K. AND J.C. MINER

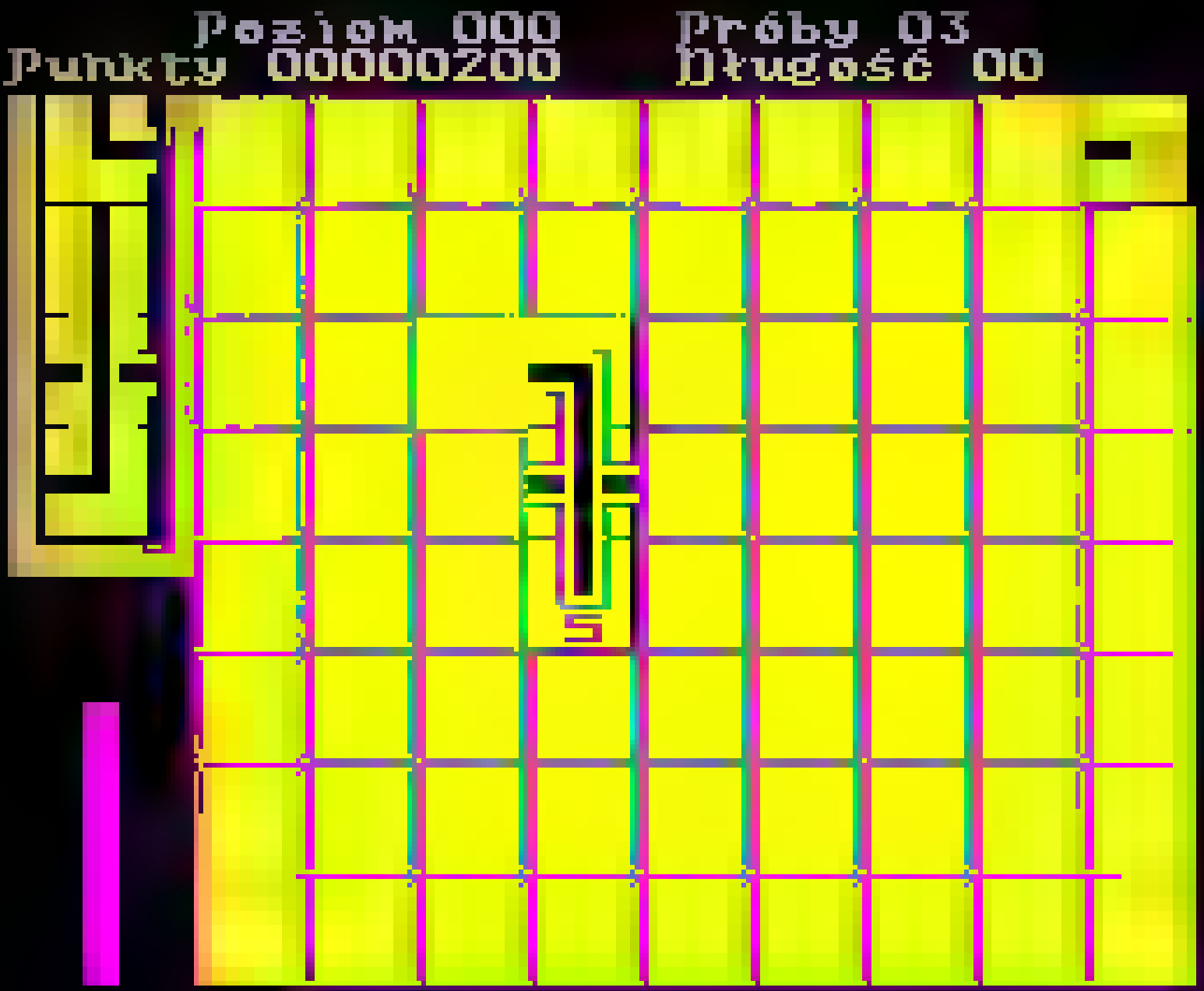
ATARI CONVERSION BY AARON LIDDIMENT



LLAMASOFT SOFTWARE

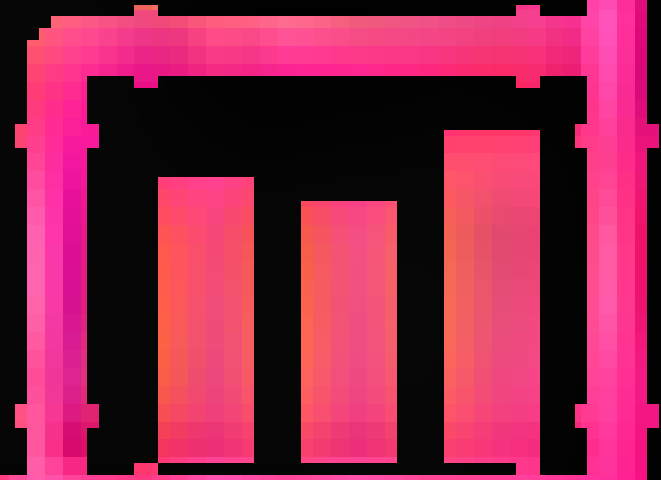


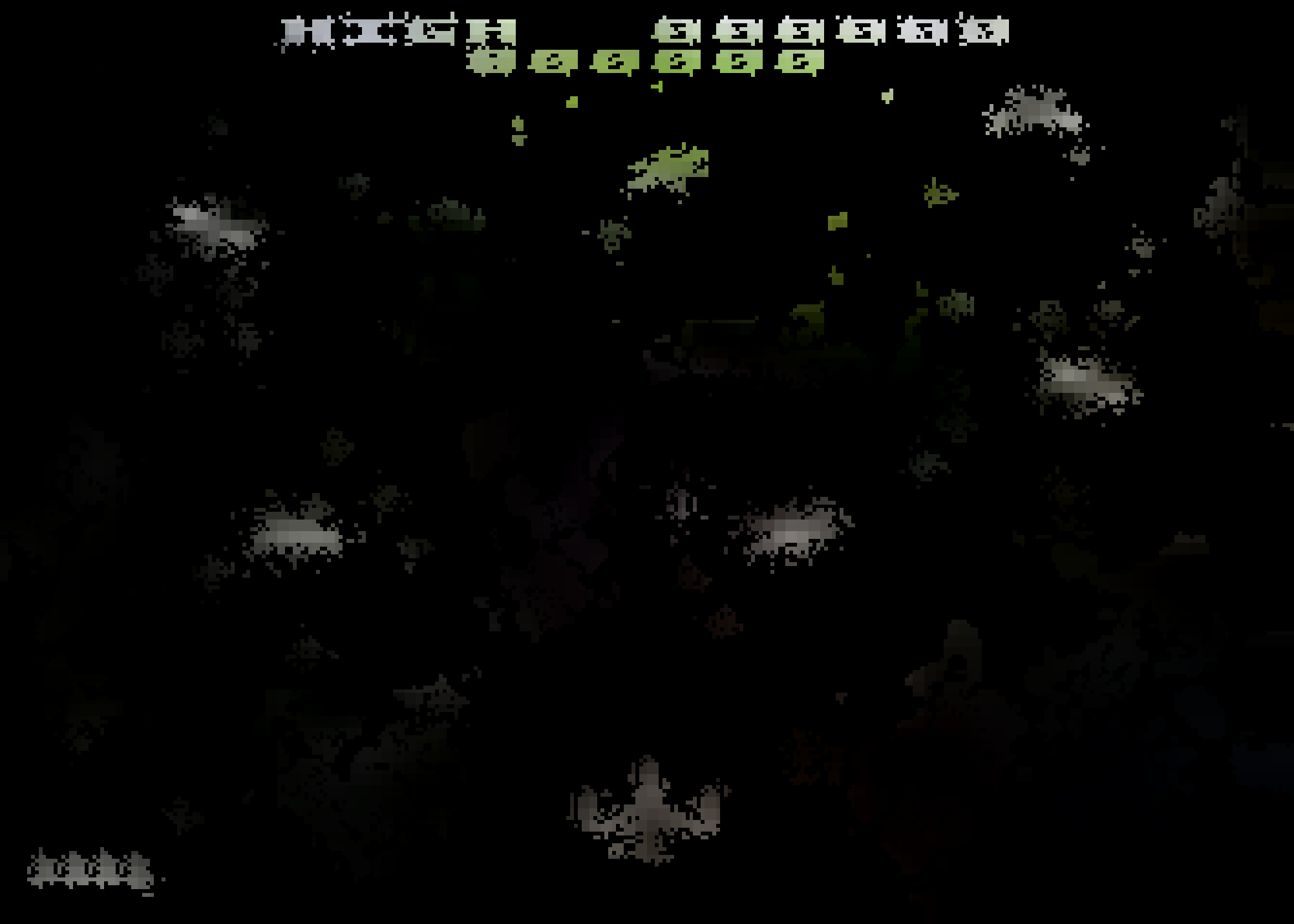


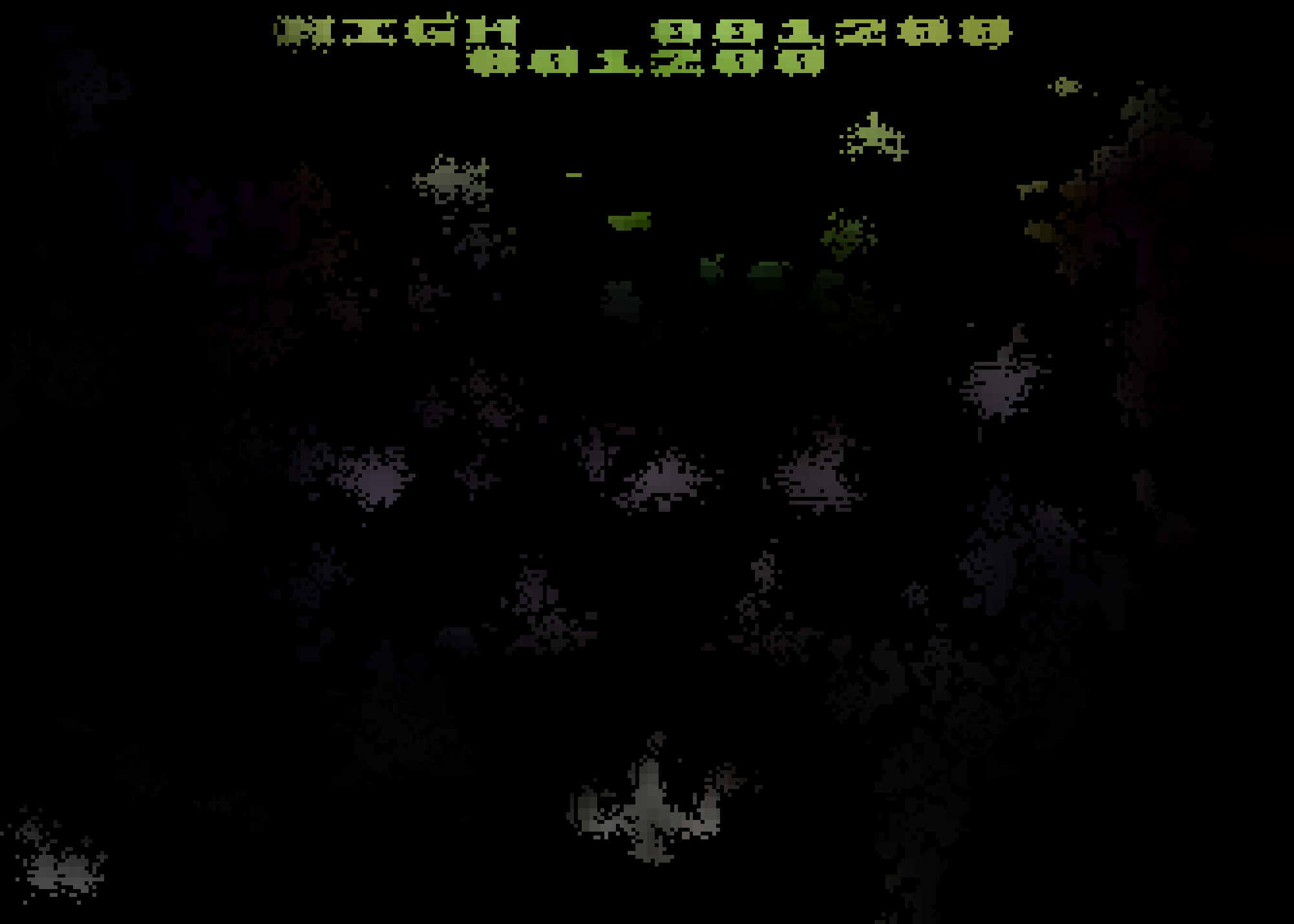

Poziom 000
Próby 03
Punkty 00000200
Długość 00

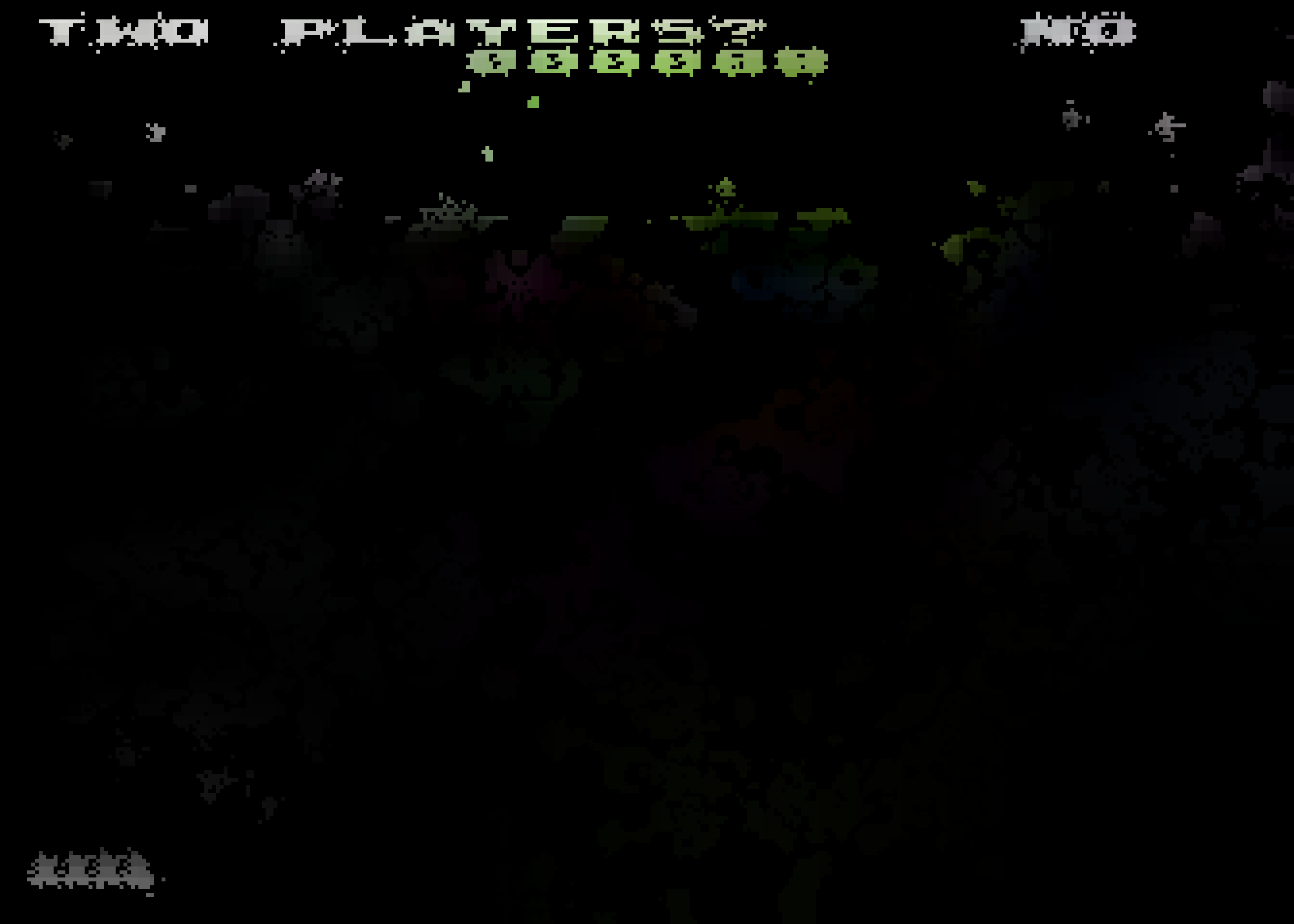
HYDRAULIK

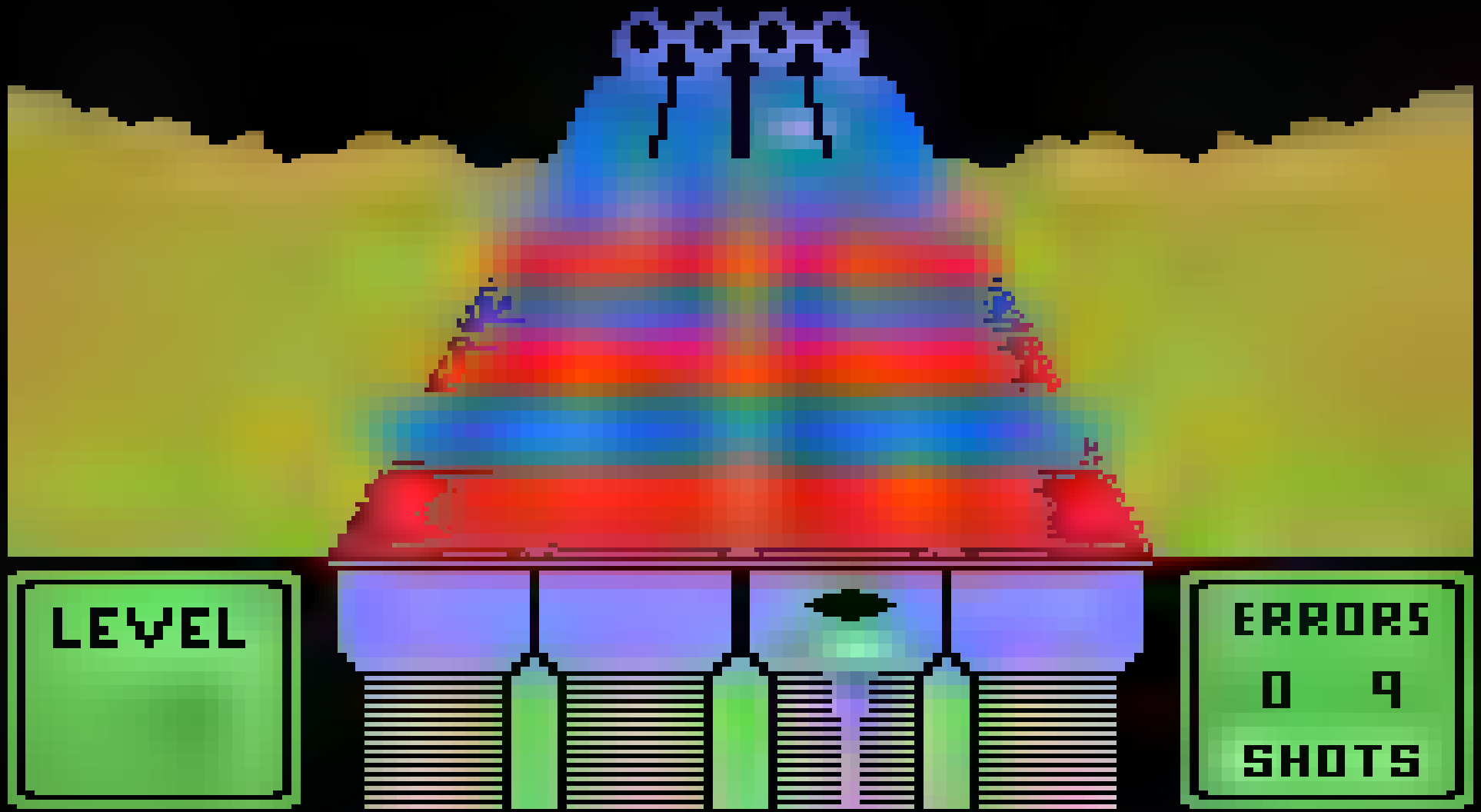




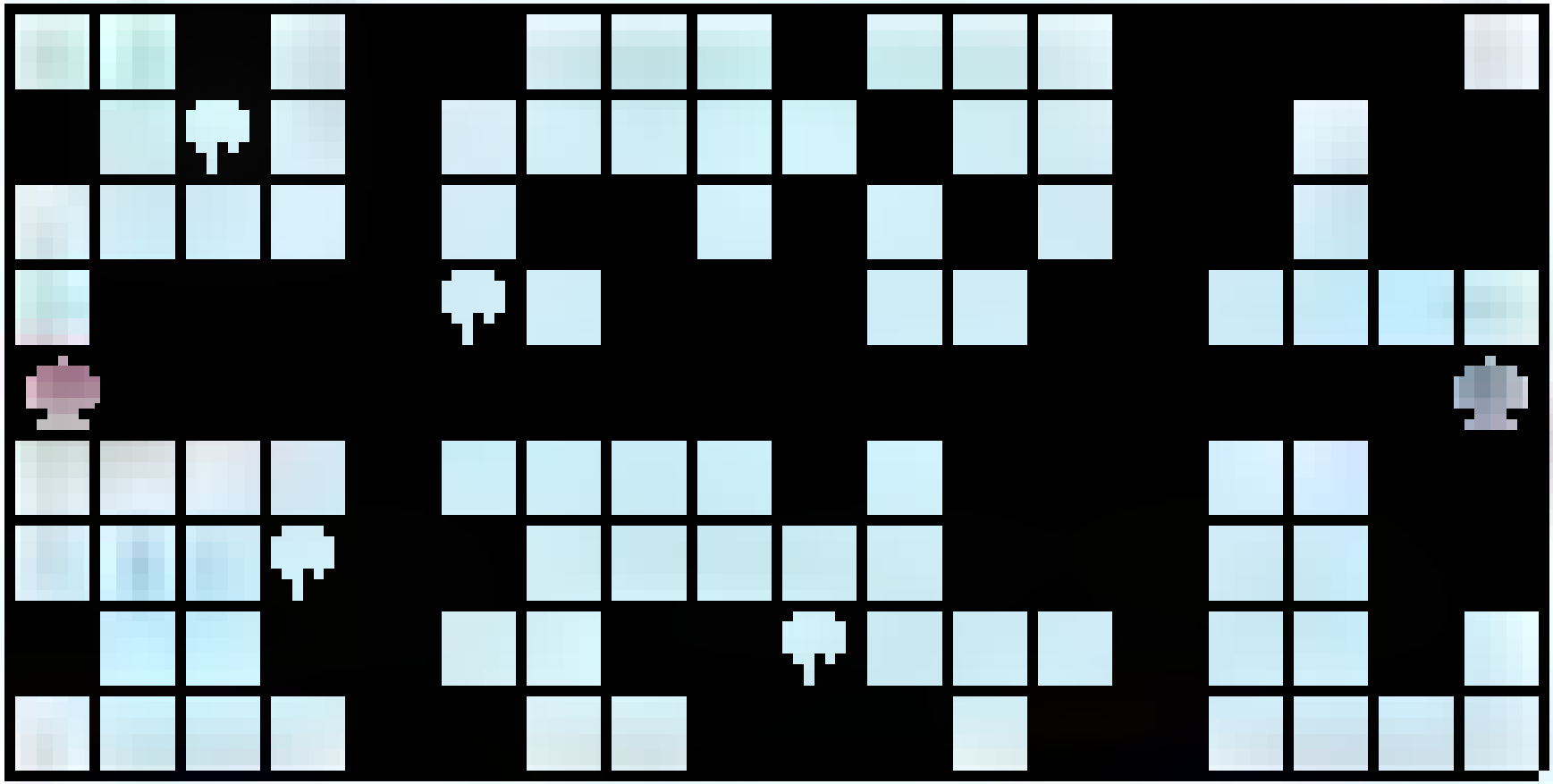





TWO PLAYERS
NO

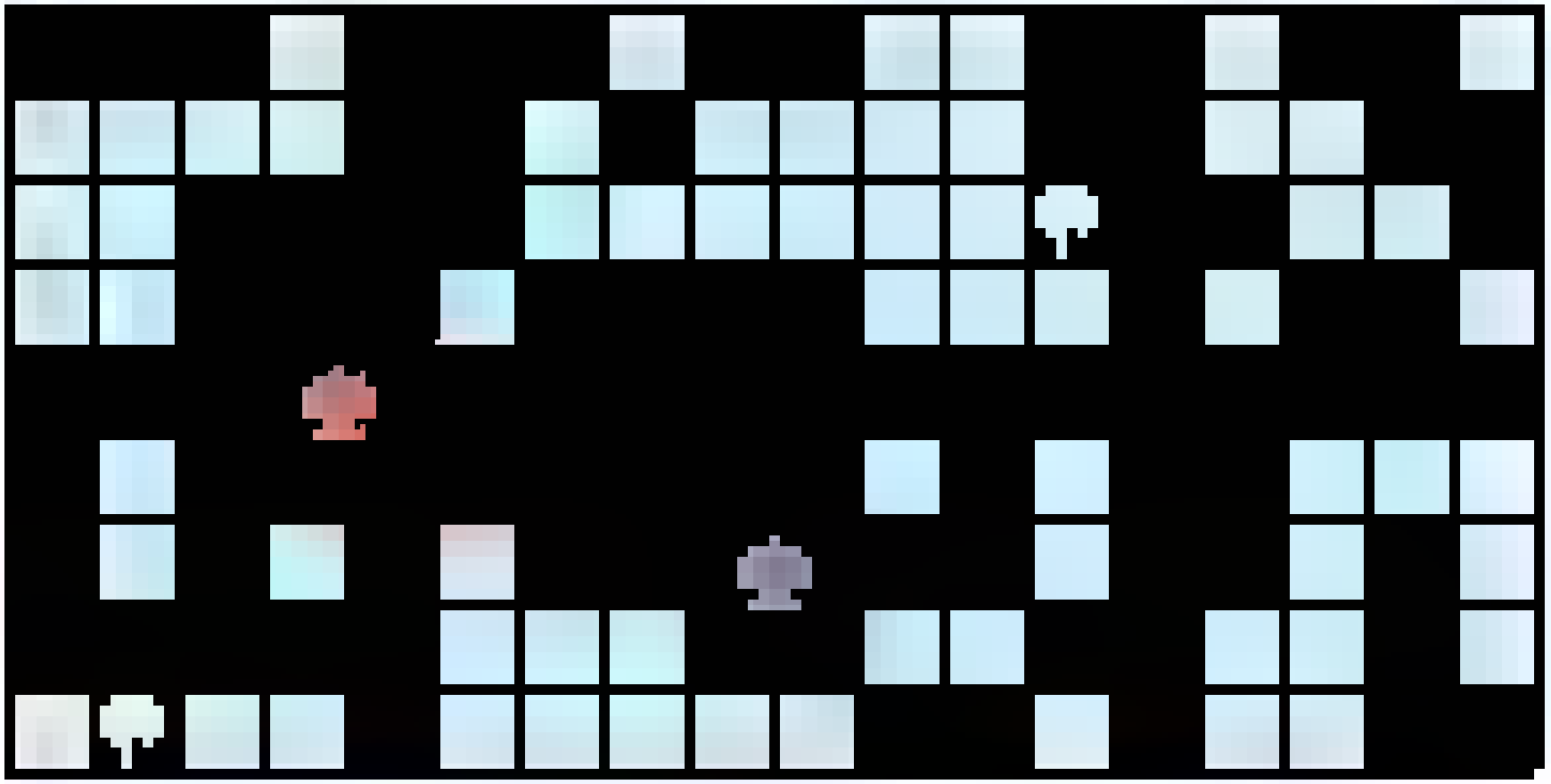

LEVEL
ERRORS
0 9
SHOTS





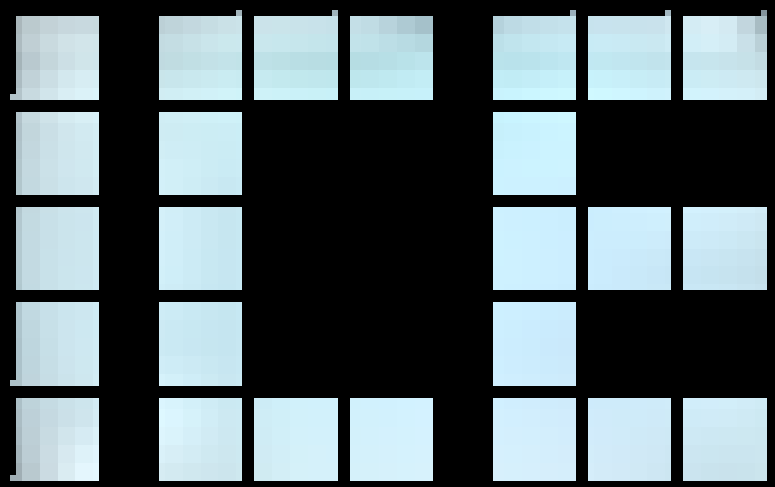
FLOWER1
LIVES . 3

FLOWER2
LIVES . 3

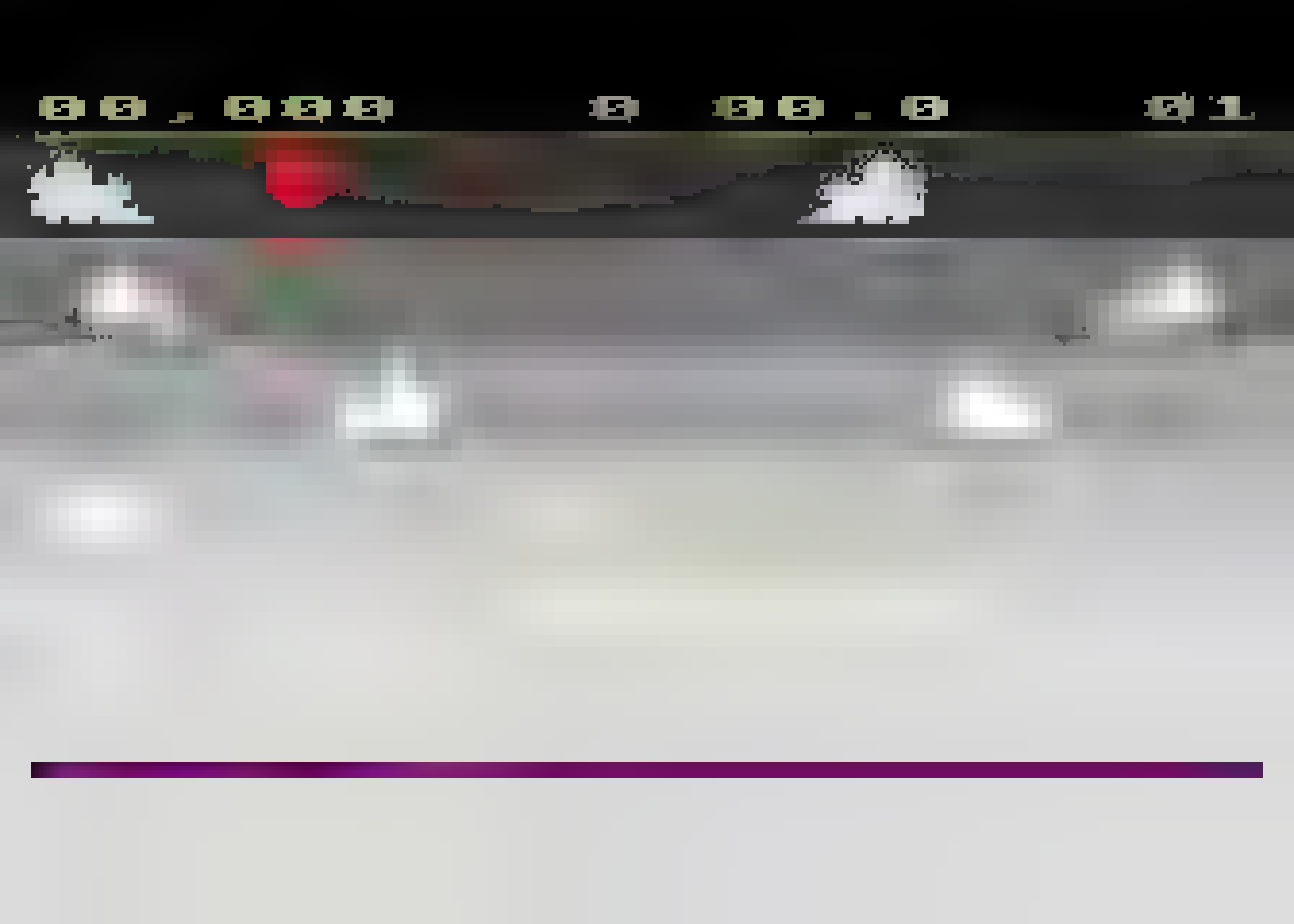


FLOWER1 ●●●●●
LIVES . 3

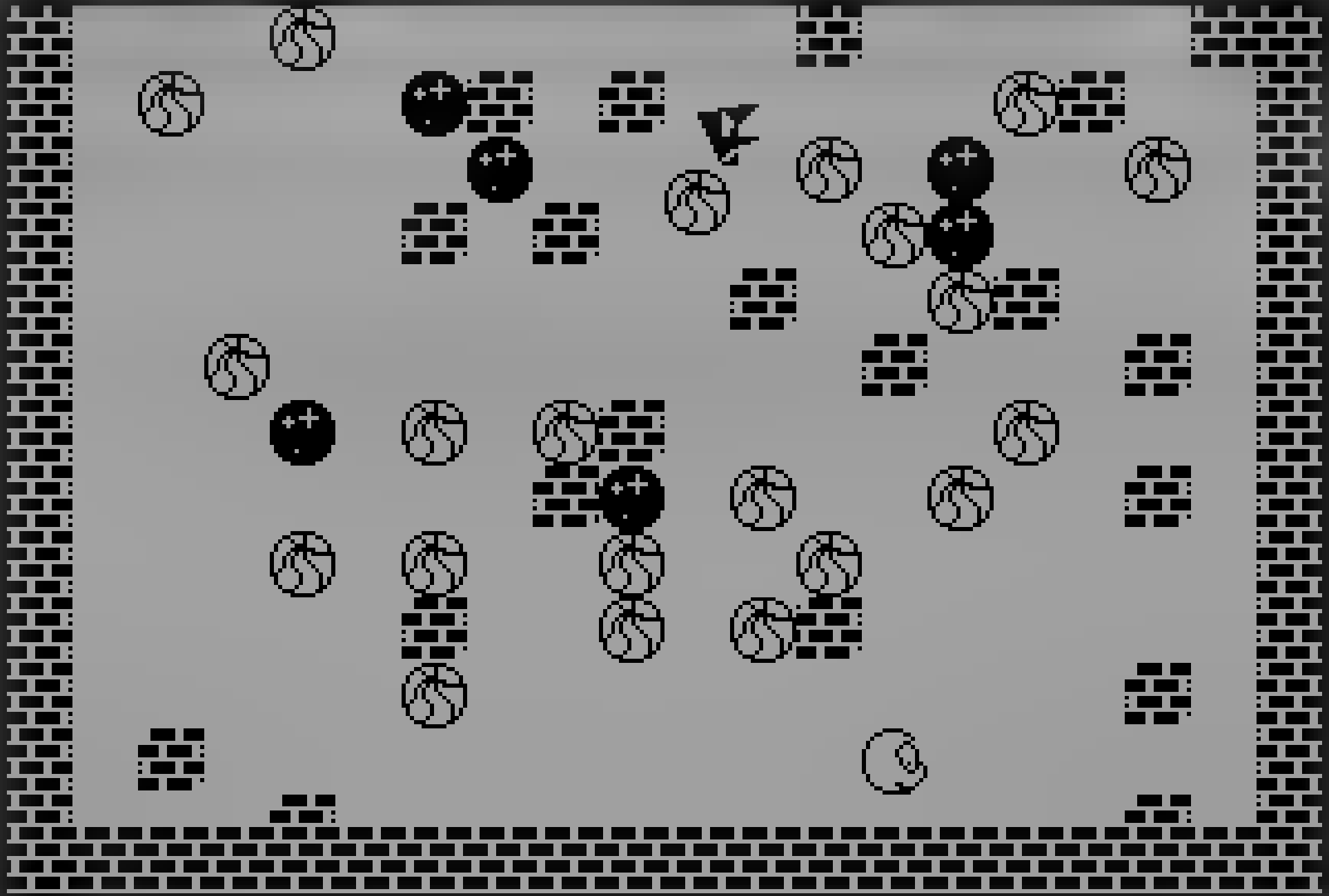
FLOWER2
LIVES . 2




00,000
0:31
5
01


00,000
00.0
01


STEPS
000024
TIME
00.07





SKILL

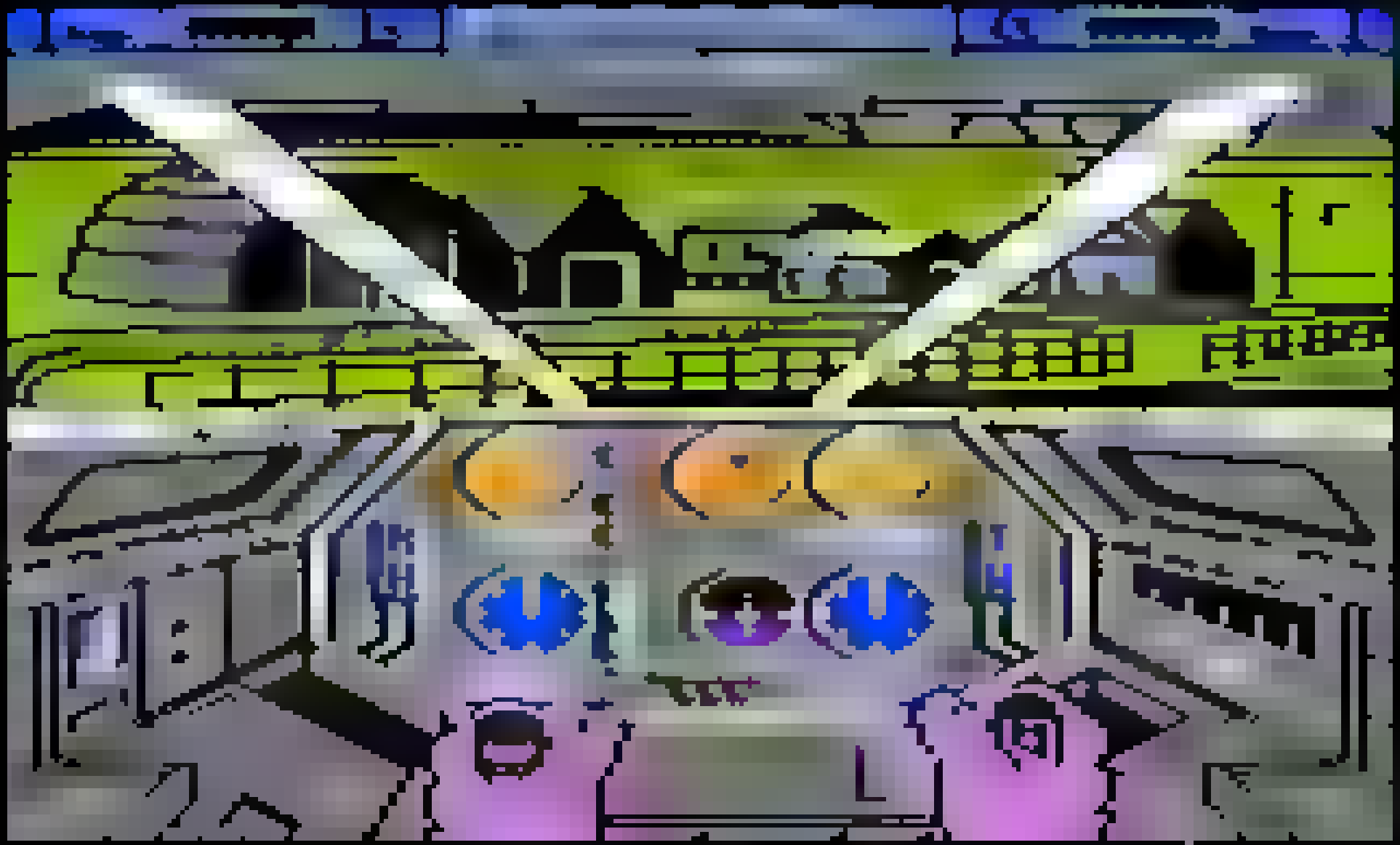
1

LEVEL

A

ADENEK KADLEC

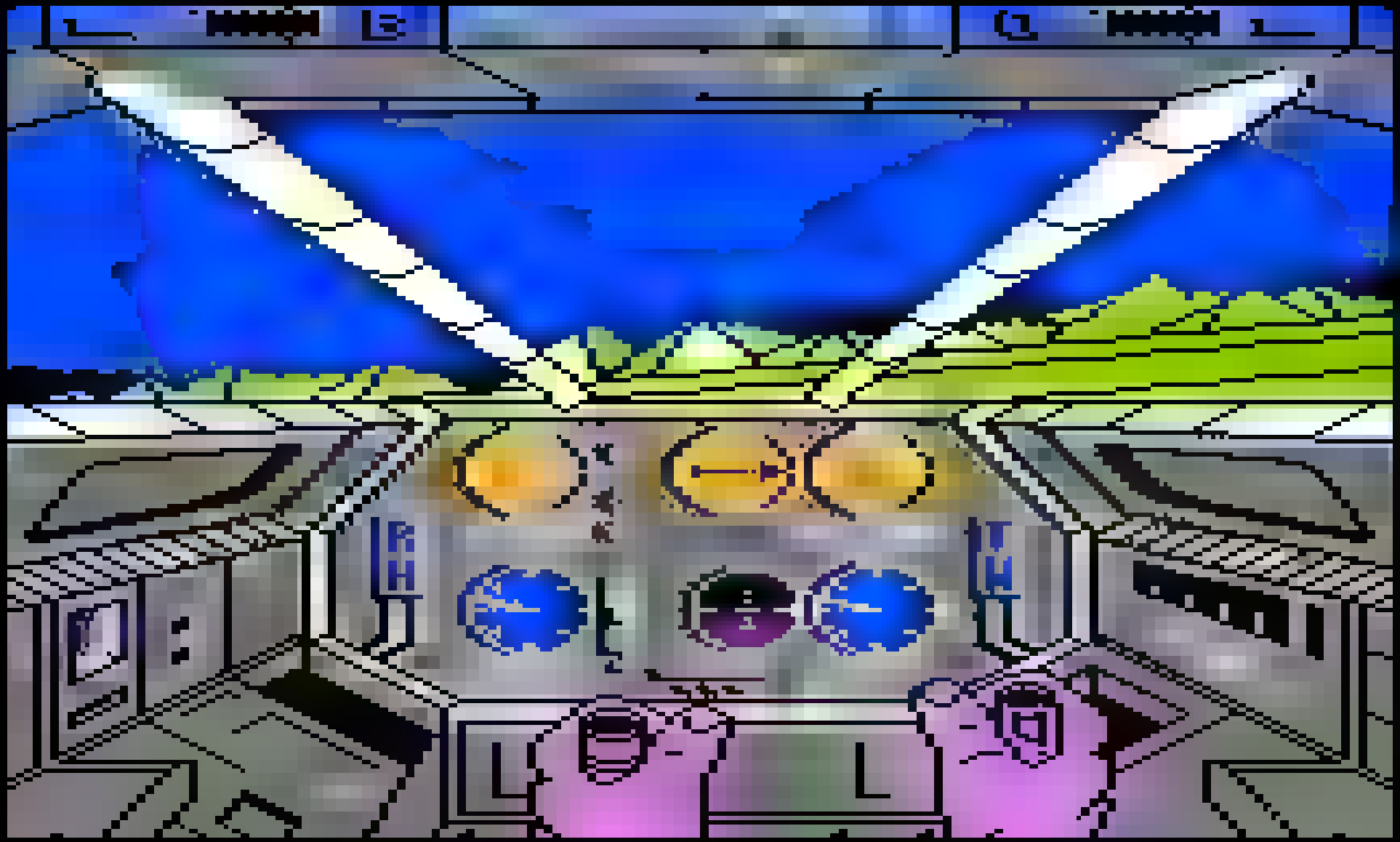
1 9 9 1



TOP SECRET

JOHNNY YOUR
FIRST MISSION
IS TO FLY IN
SECRECY TO
THE ENEMY HQ
COMMAND CENTER


203


R
H
L
L

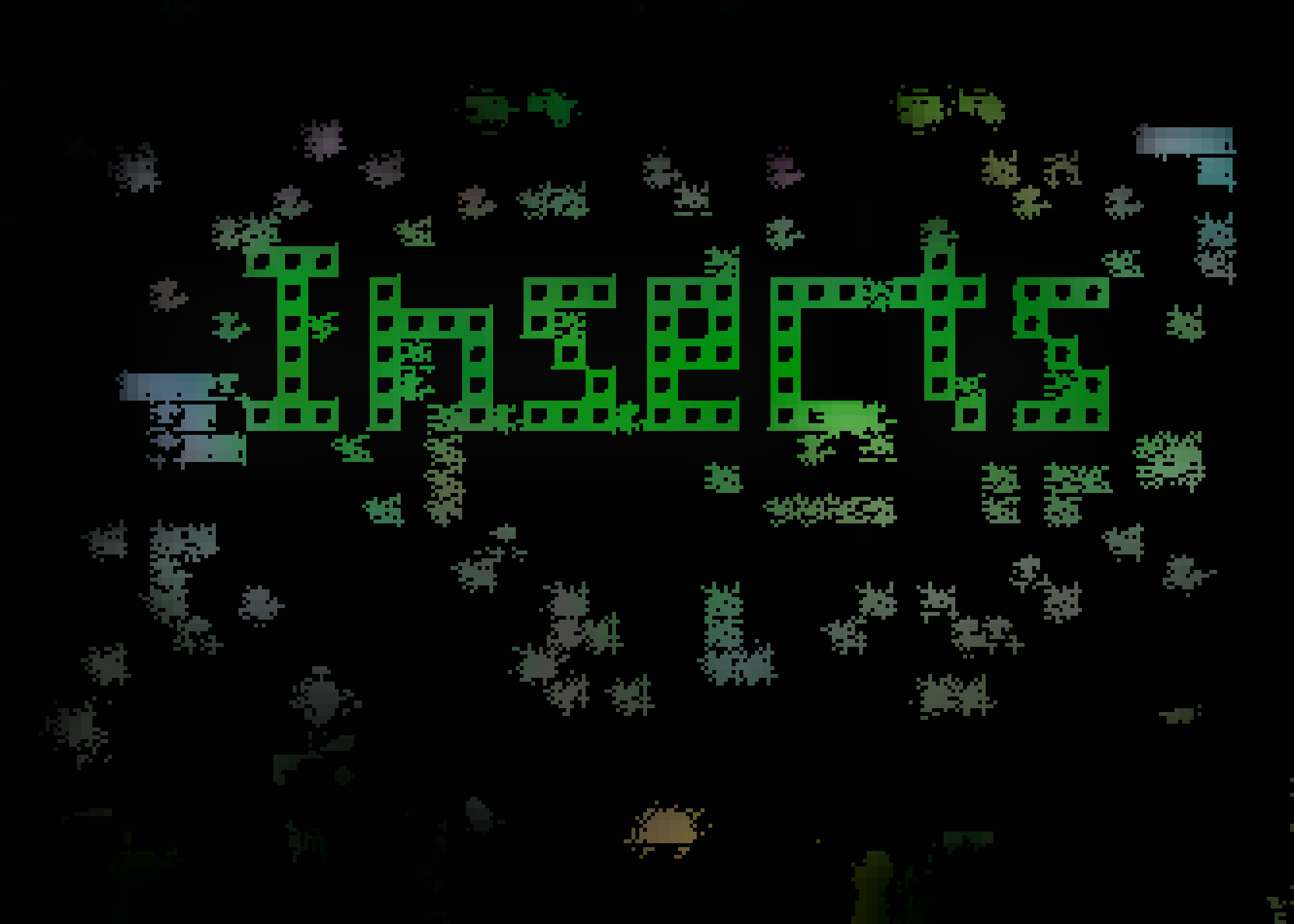


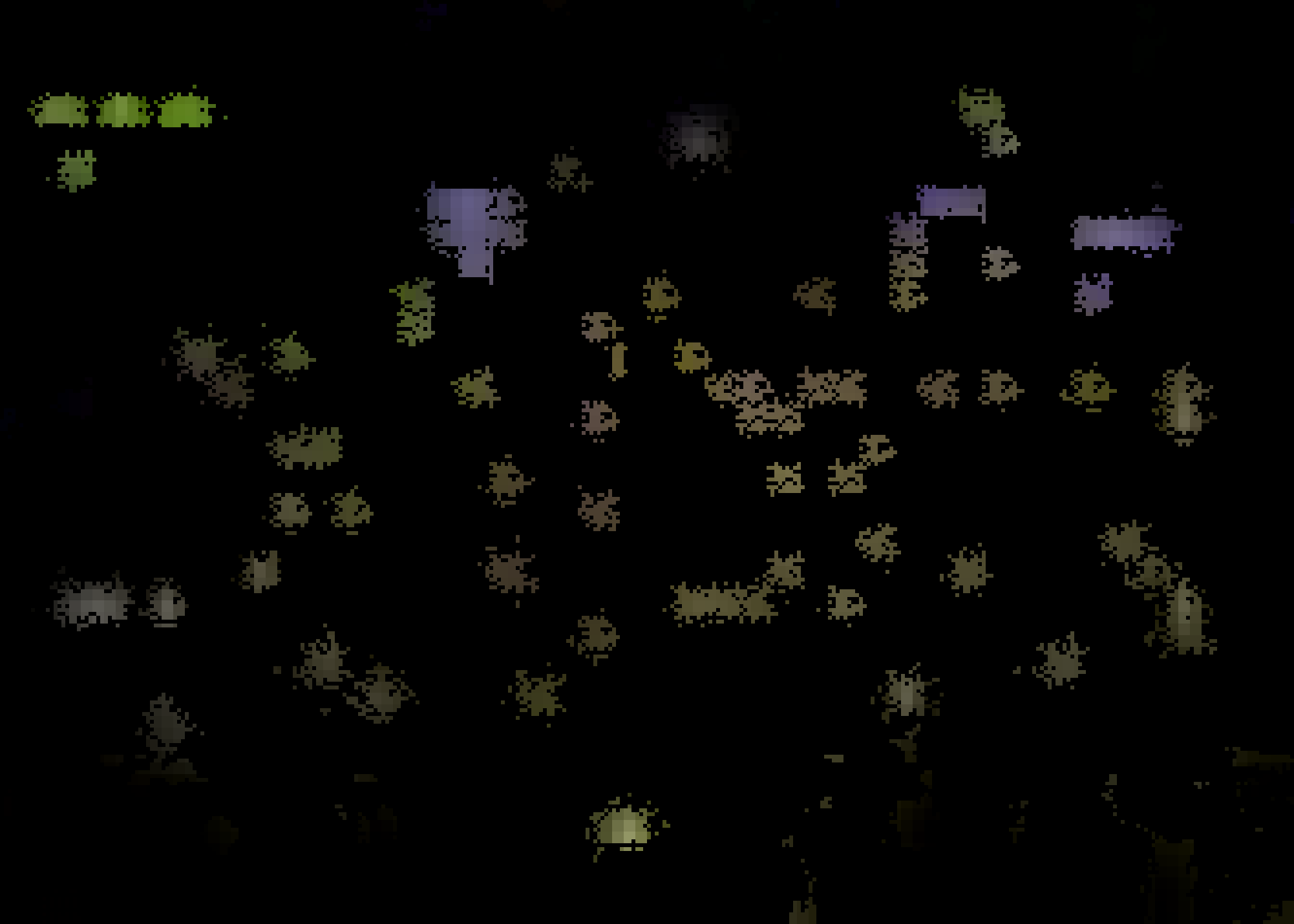
MINDSCAPE PRESENTS

ULTIMA

CREATED BY

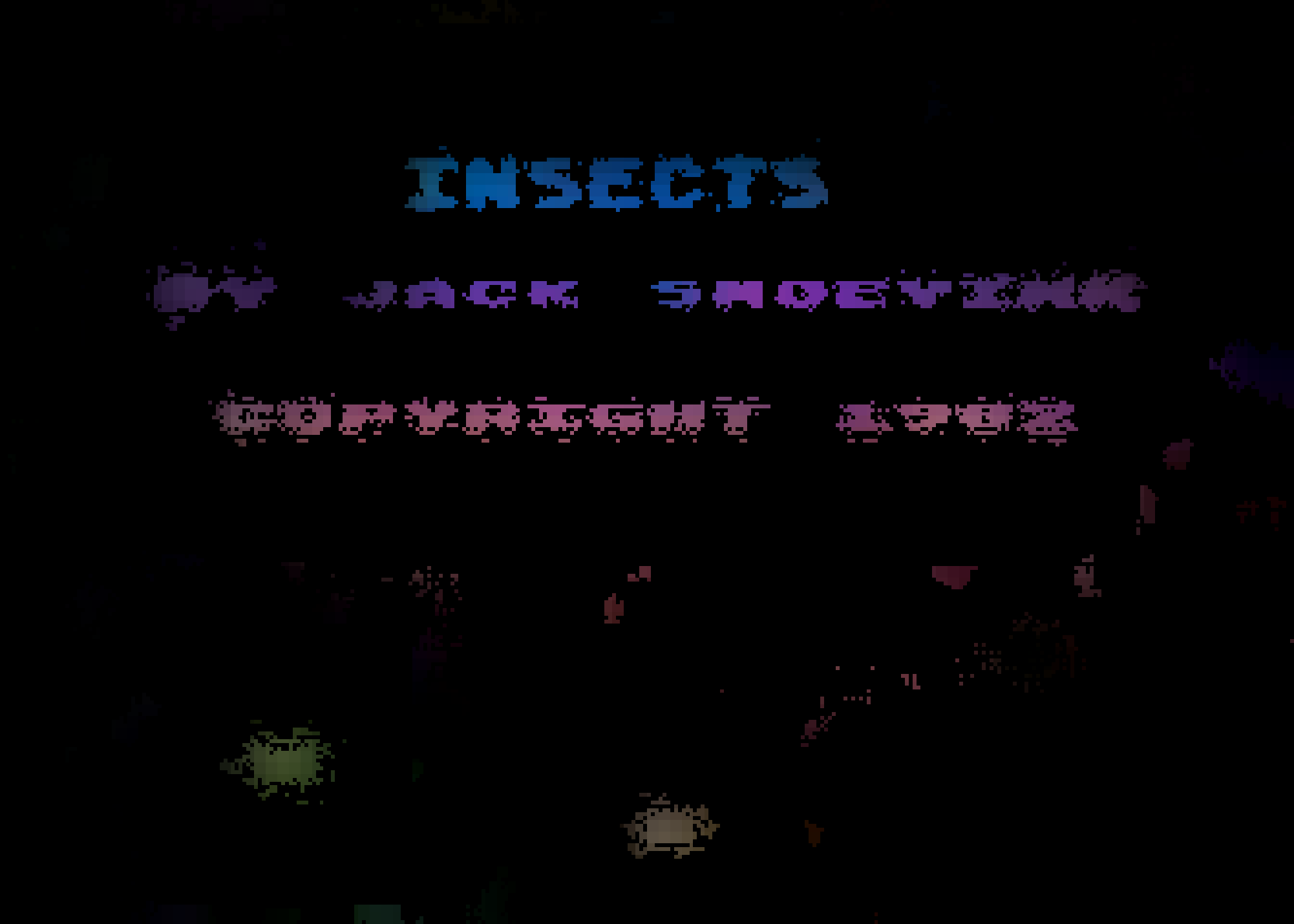
CHRIS CRAIG

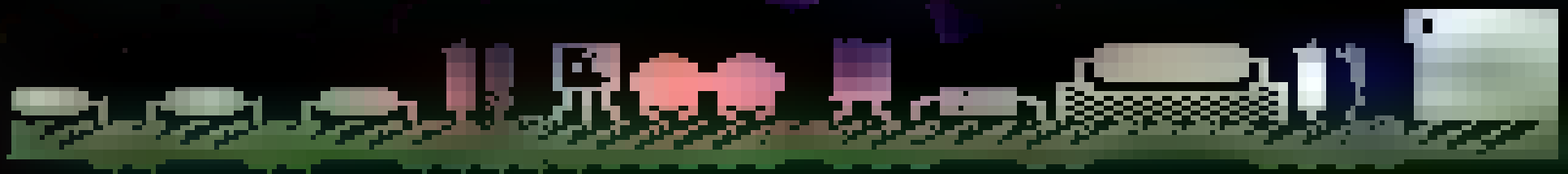

Insects



INSECTS

BY JACK SNOEYINK





SPACE SHIP 1
POW: 2
SPACE SHIP 2

POINTS 0410
VIRUS FOUND
POINTS

HIGH 034
HIGH 000

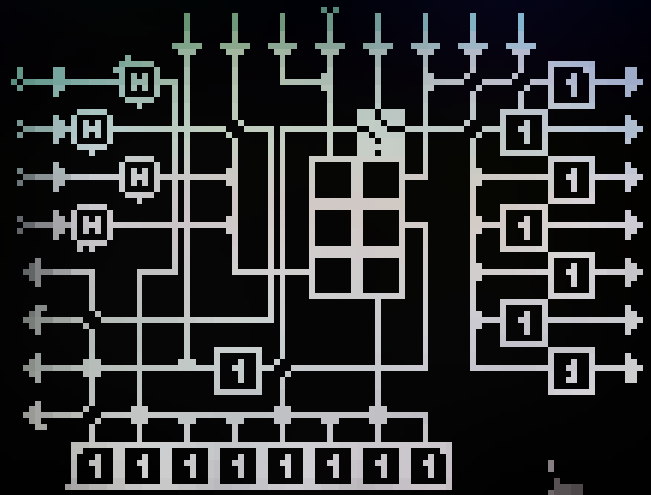
PLEASE
REPAIR

TIME: 099

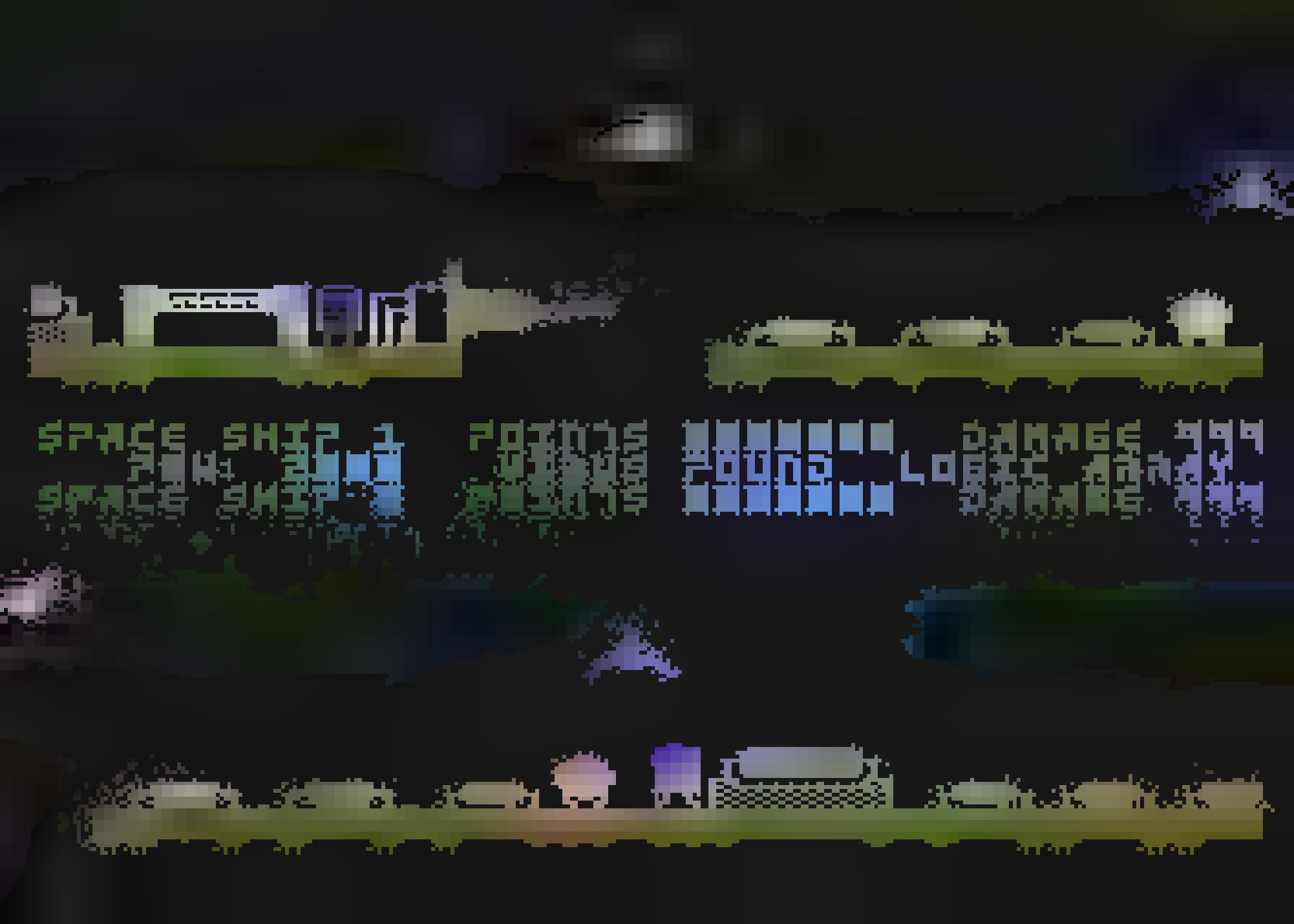
TYPE:
PIA 8520

PART:

WRONG: 00






SPACE SHIP 3
SPACE SHIP 3

[illegible]

[illegible] SPECIALLY [illegible]

[illegible]

[illegible]

JAKUB HUSAK

[illegible] PRESS FIRE TO START THE GAME

AUTHOR: ZDENEK MIKOLAJCZYK

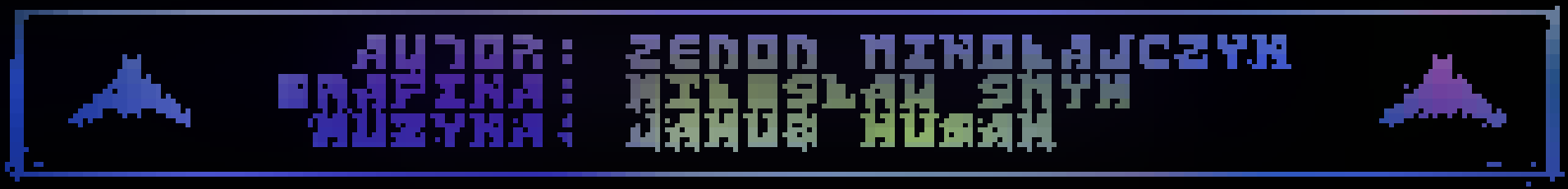
[illegible]

[illegible]










DEMO 30
WHITE BELT


WHITE
BELT


0
1UP TIME 26 LO1
WHITE BELT
0


0
1UP TIME 24 LO1
WHITE BELT
0


0 1UP TIME 22 LO1 0
WHITE BELT


0
1UP TIME 21 L01
WHITE BELT
0

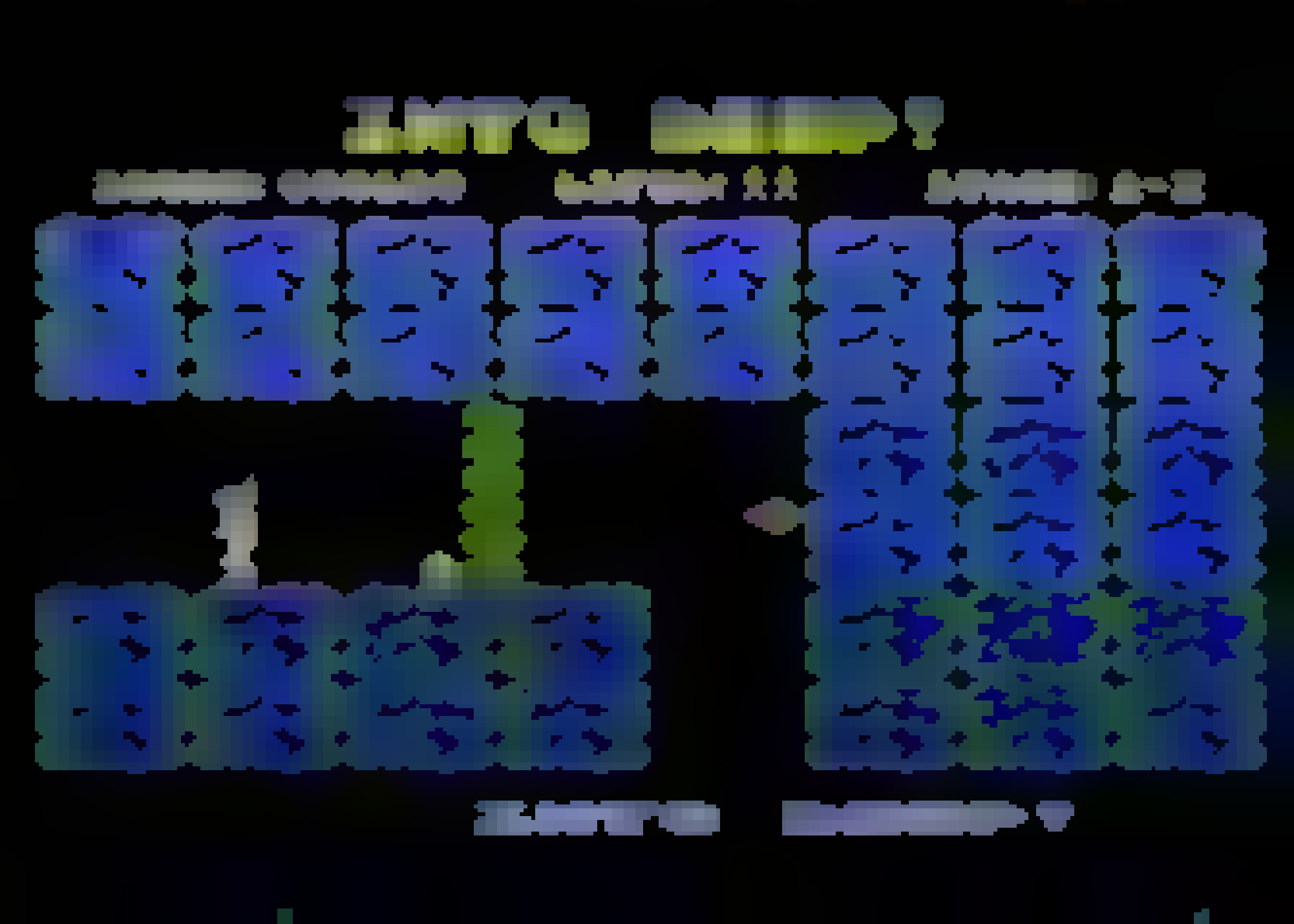

0
1UP TIME 20 LO1
WHITE BELT
0

INTERNATIONAL KARATE

KEYBOARD CONTROLS

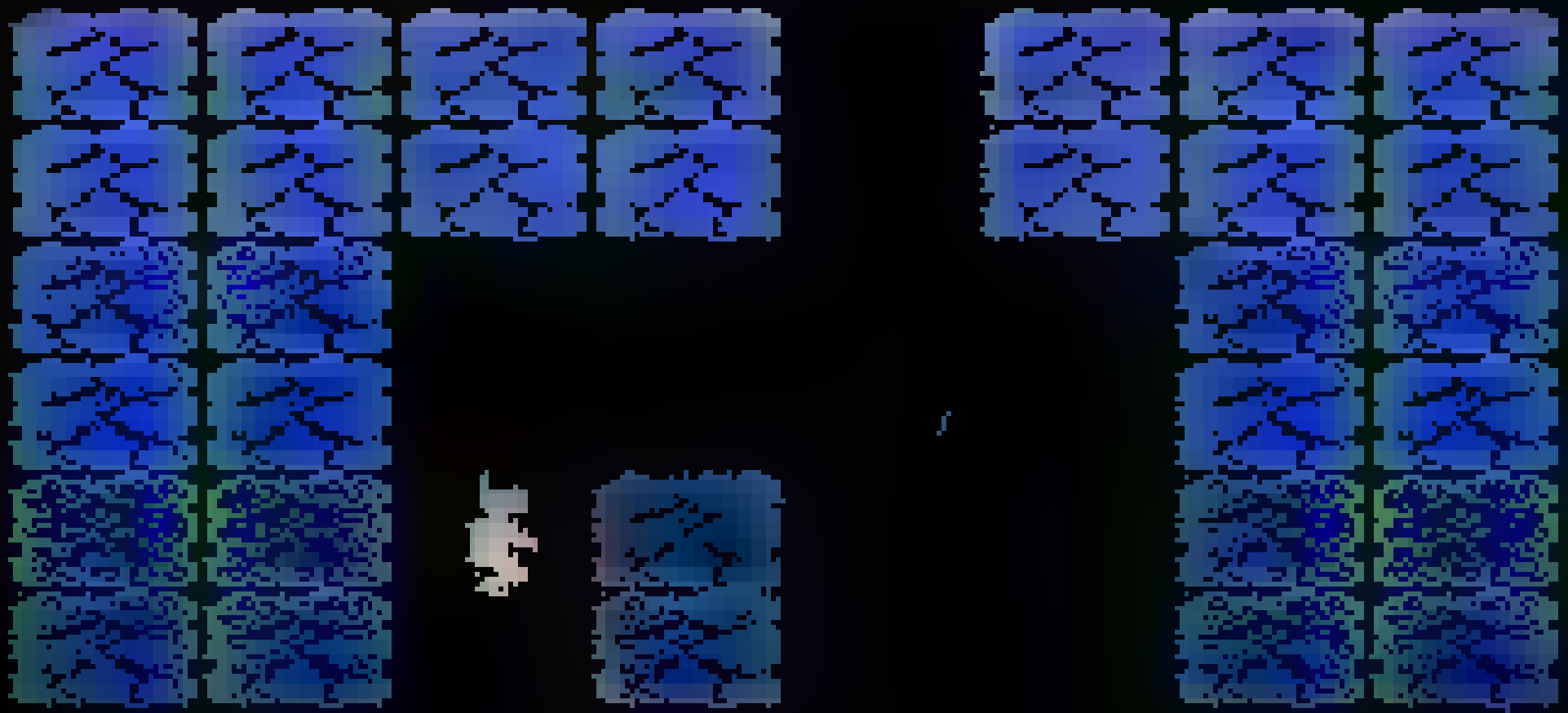
START	=	One player start
SELECT	=	Two player start
T / Ctrl T	=	Soundtrack On/Off
S / Ctrl S	=	Sound Effects On/Off

[illegible]

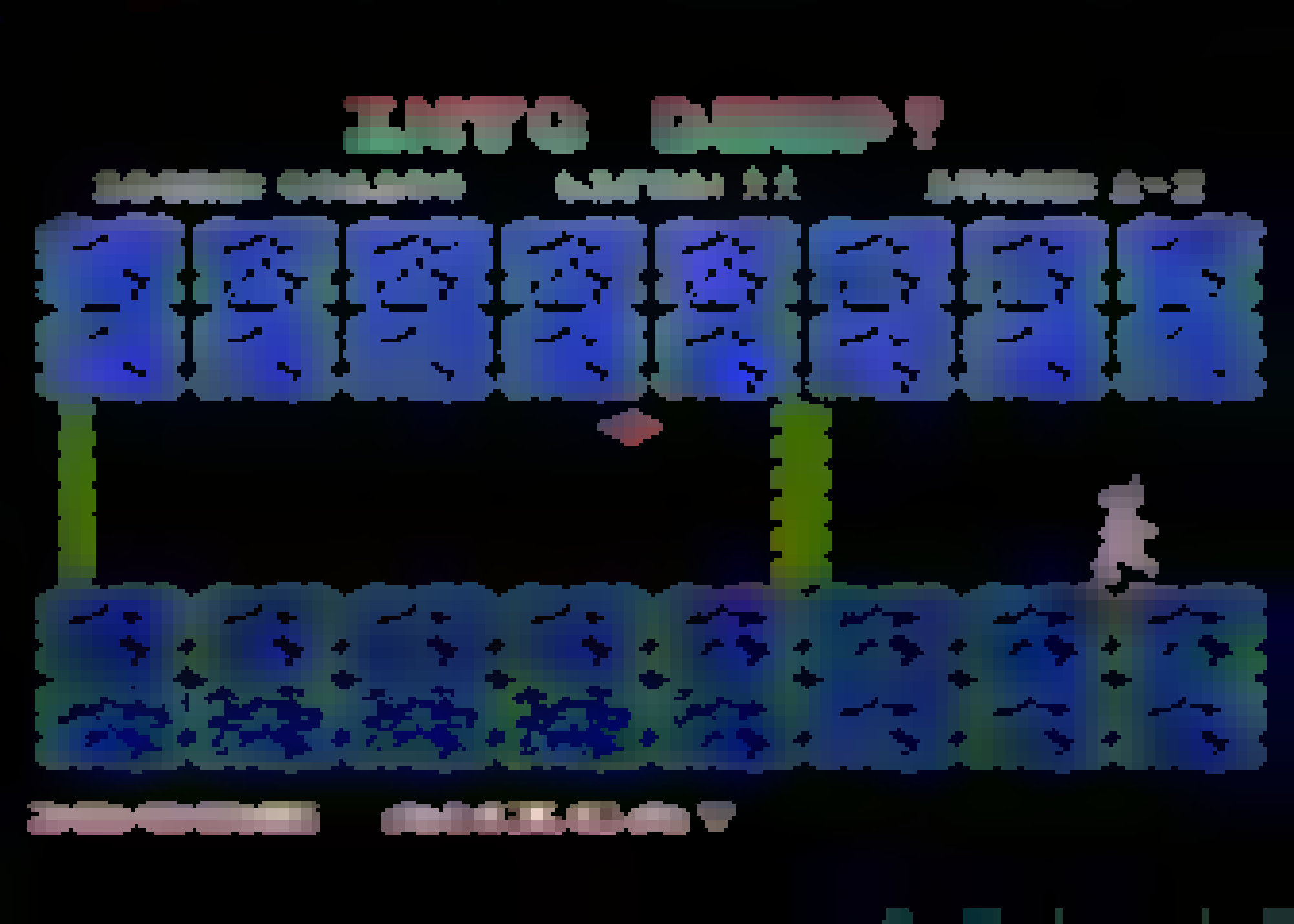

Intro

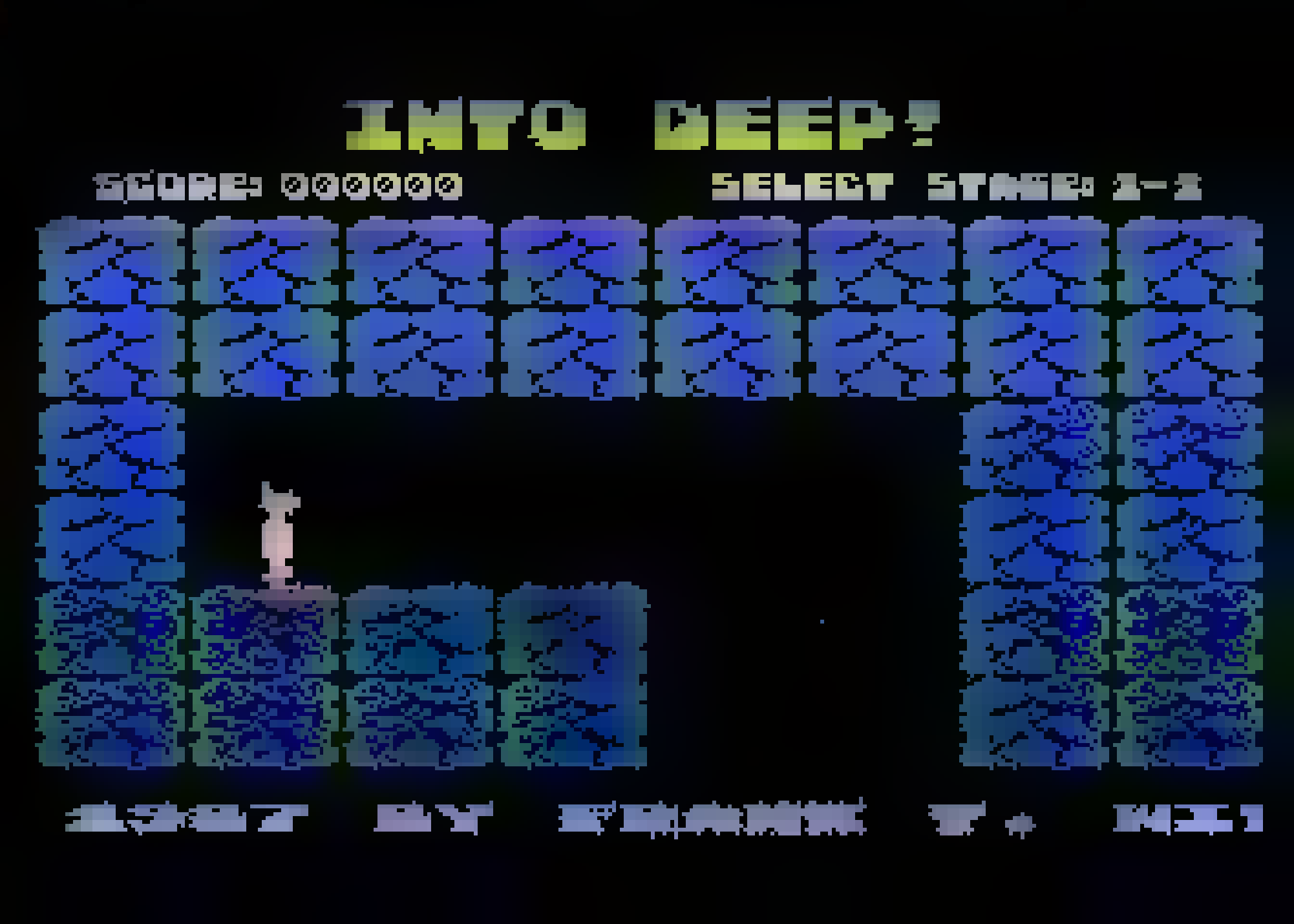
INTO DEEP!

SCORE: 000000 LIFES: STAGE: 1-2



HISCORE:




INTO DEEP!
SCORE: 000000
SELECT STAGE: 1-1
ART BY FRANK T. MI




Jason The Eagle is Back
(C) 1988 FANTASY
(C) 1988 ATARI CORPORATION



CODE:$6C

GFX:$1000

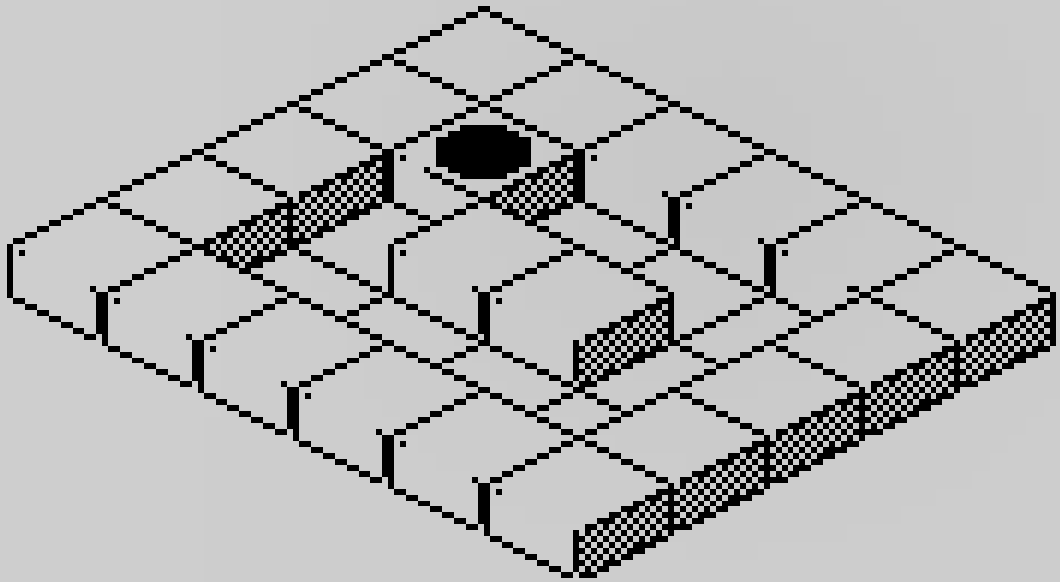
MUSIC,MUSIC ADD

SCORE

0000

BONUS

90



LEVEL

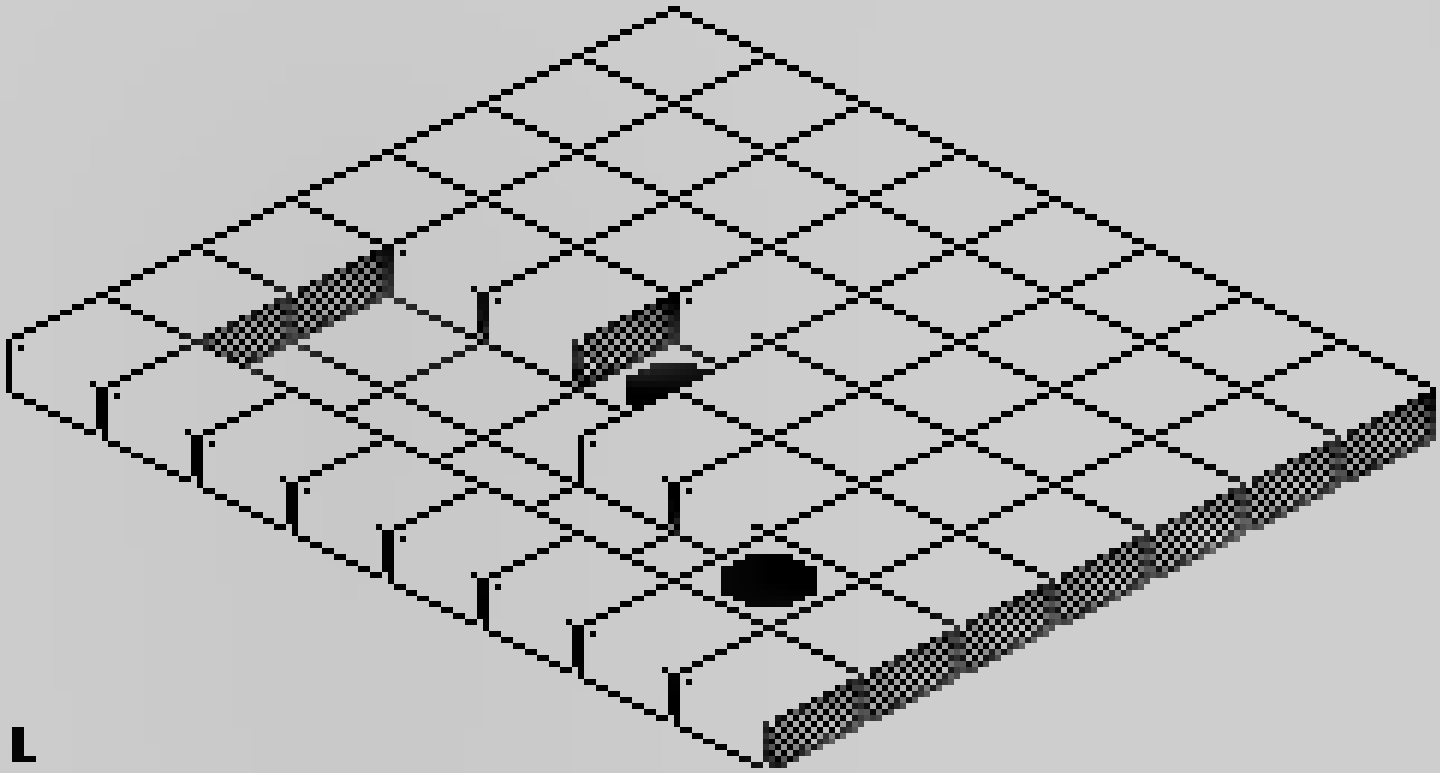
01

SCORE

0140

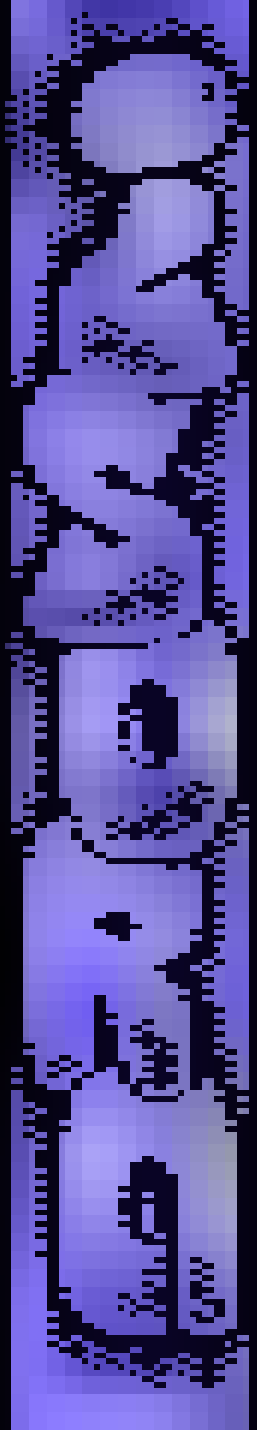
BONUS

78



LEVEL

03



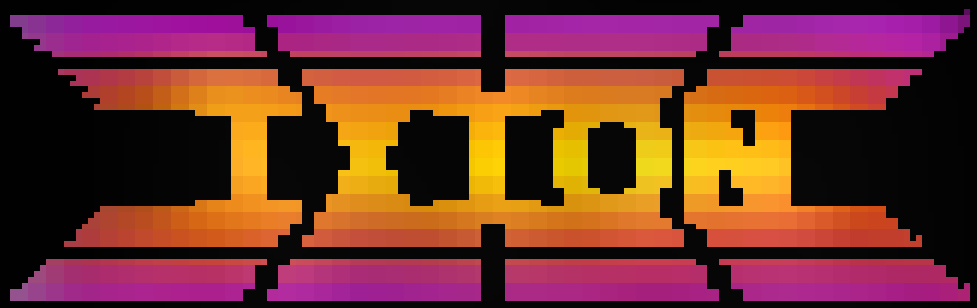






PLAYER 1
00000000

HIGH SCORE
0000000

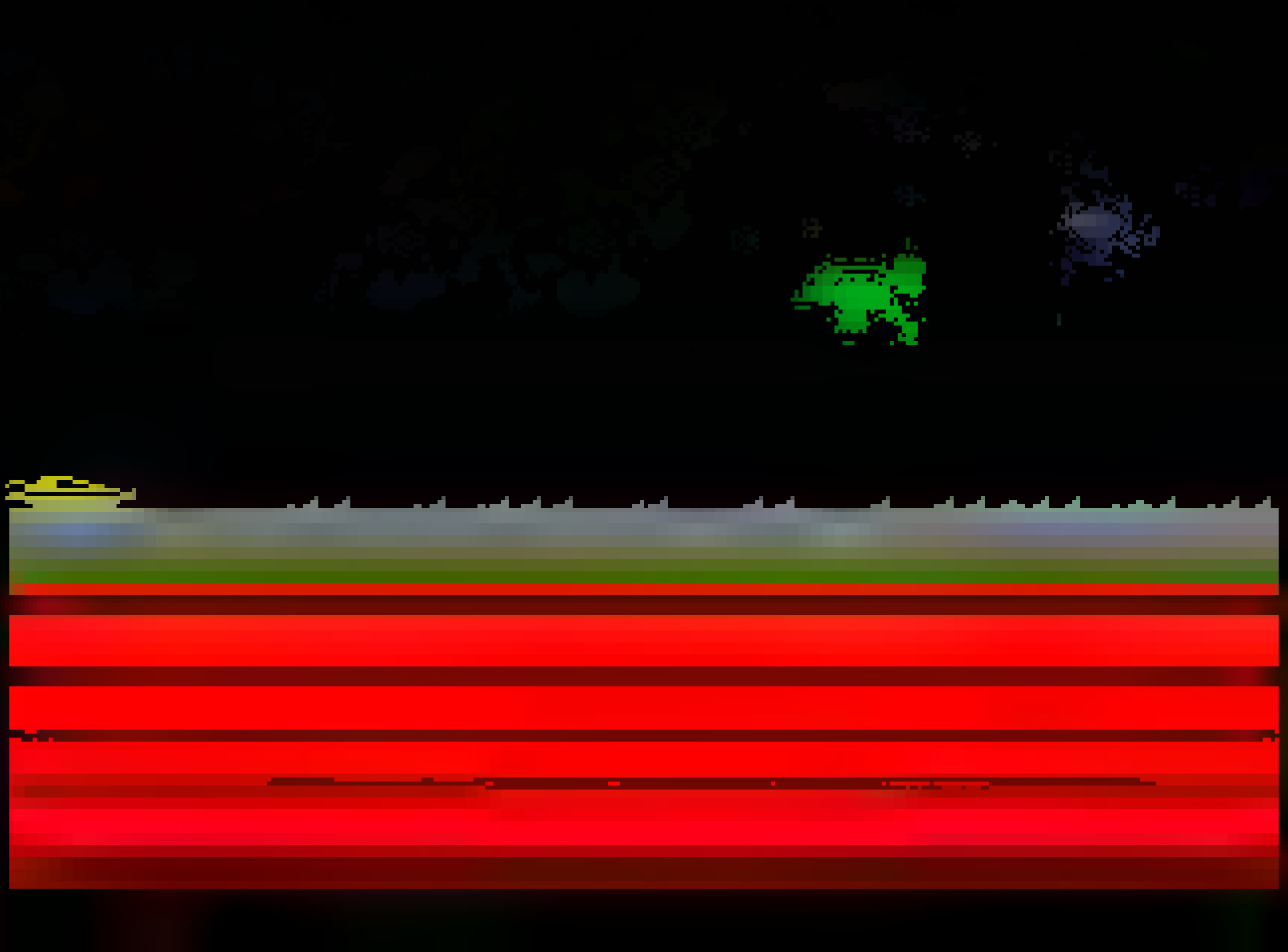


(R) 1985 US GOLD INC

PRESS OPTION
TO CHANGE CONTROLS
JOYSTICK

PRESS SELECT
FOR 2 PLAYER GAME

PRESS START
TO PLAY GAME





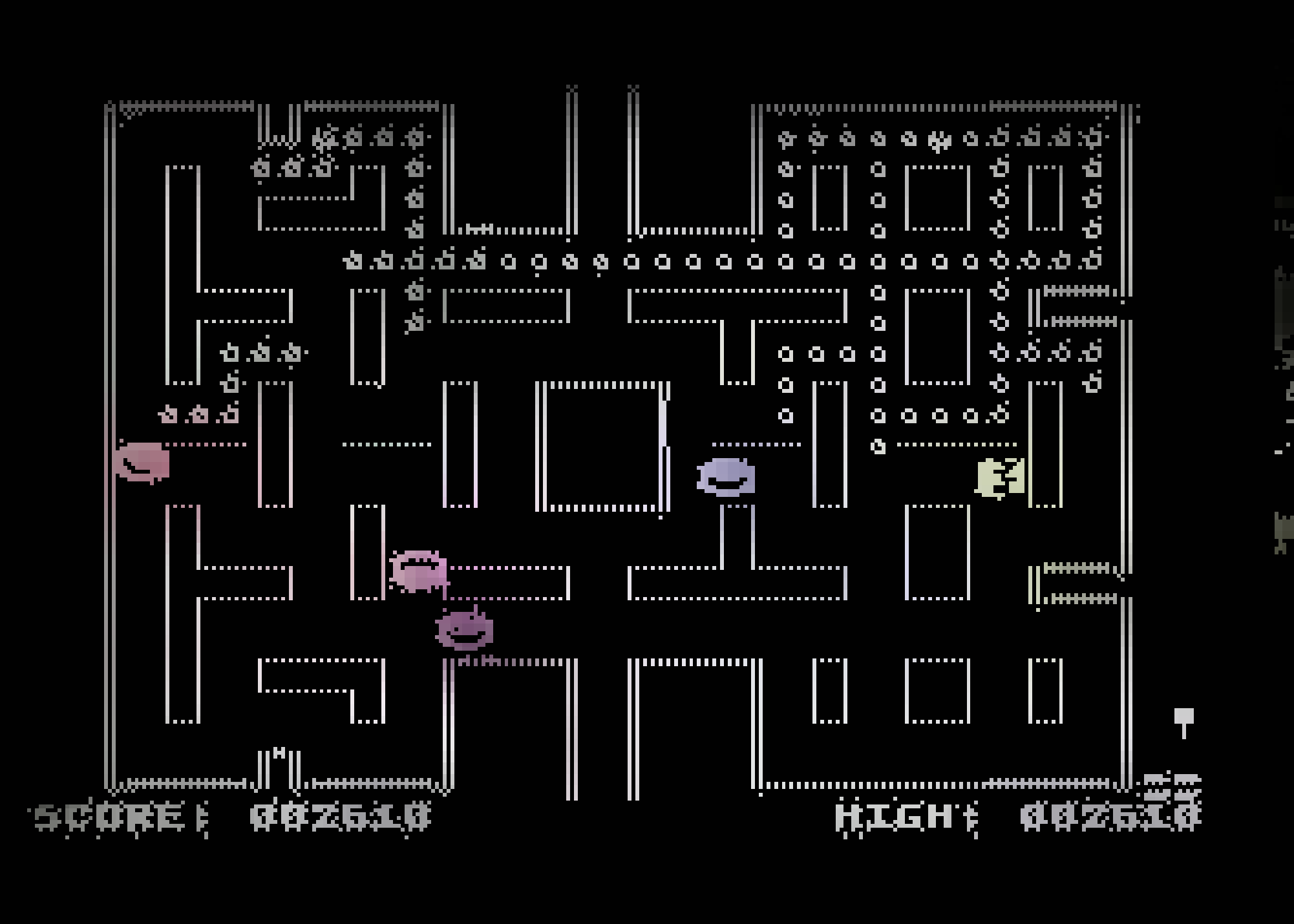
DIFFICULTY: NORMAL <OPTIONS>

PLAYERS: 1 <SELECT>

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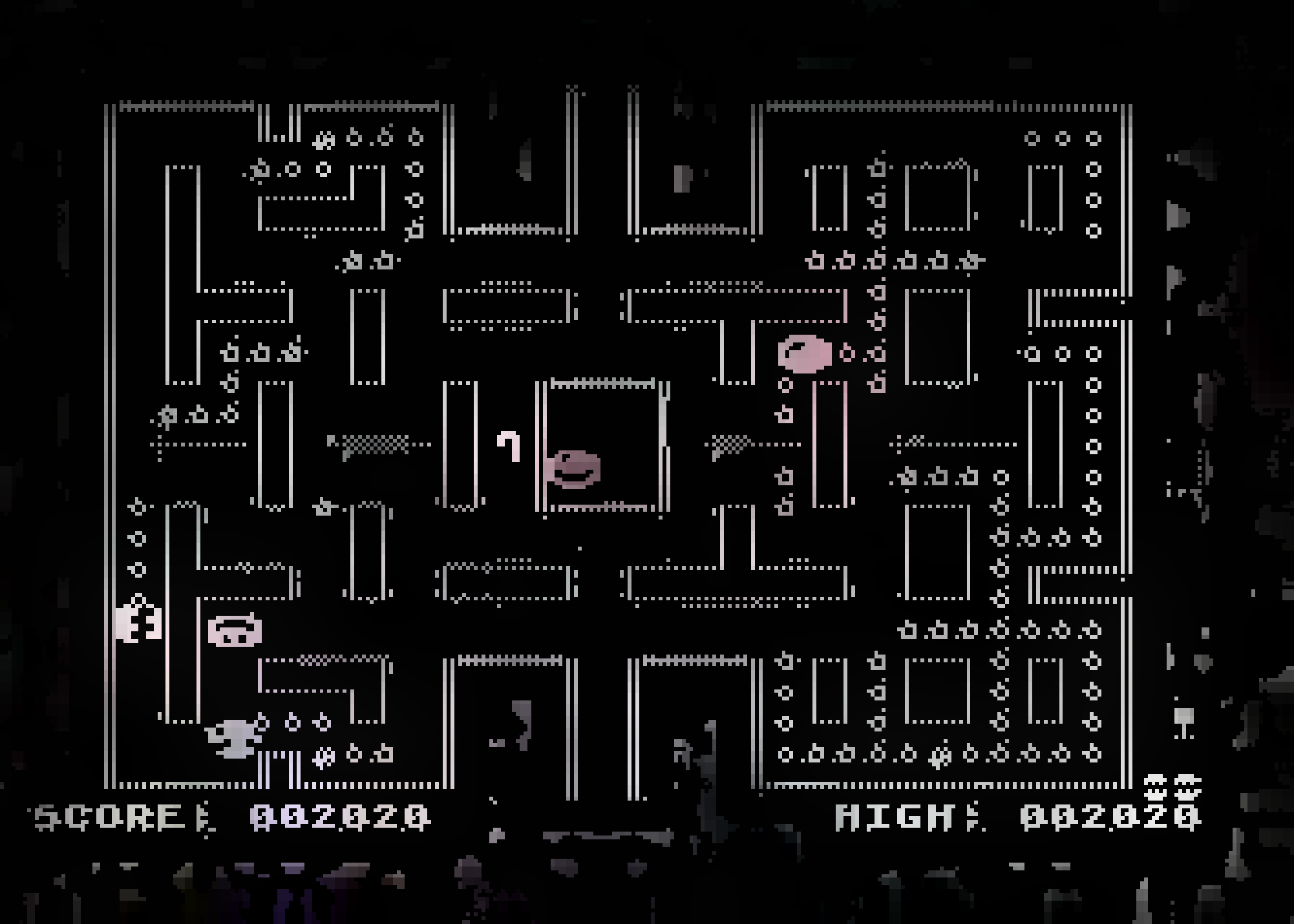

SCORE: 00250
HIGH: 00250

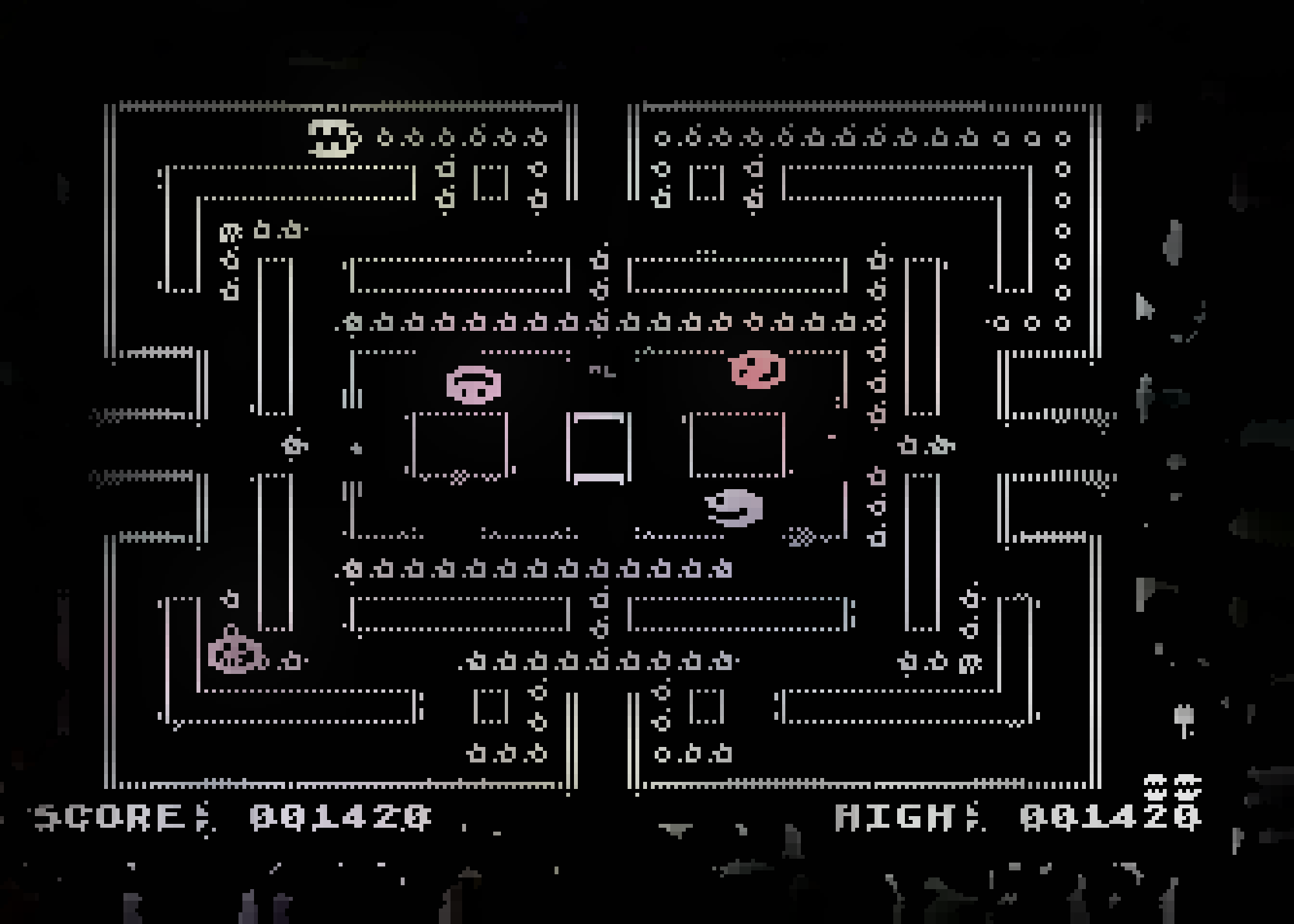
SCORE
0000000

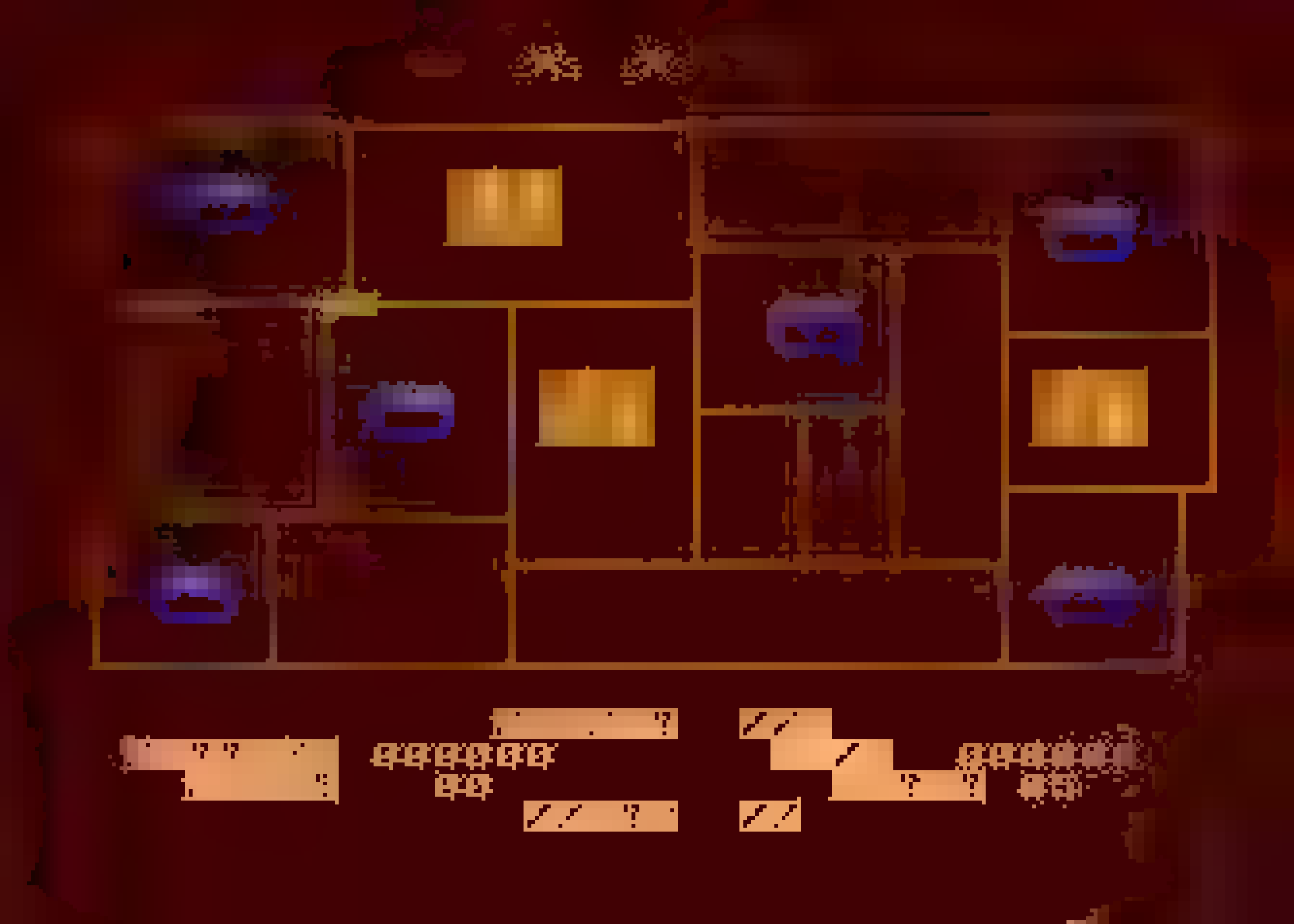
JAW BREAKER

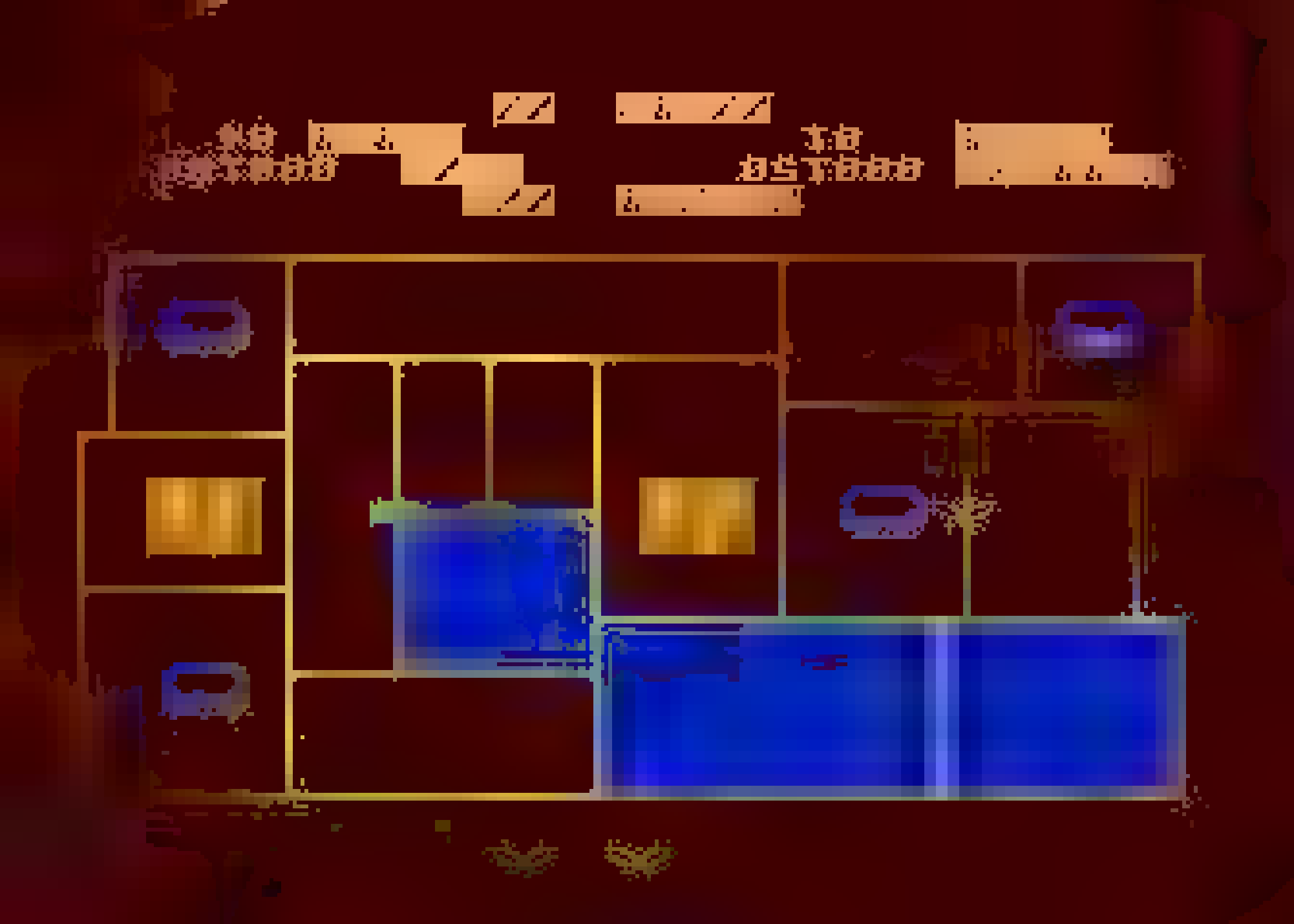
BY CHUCKLES

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SIERRA ON-LINE, INC.


SCORE: 002020
HIGH: 002020


SCORE: 001420
HIGH: 001420





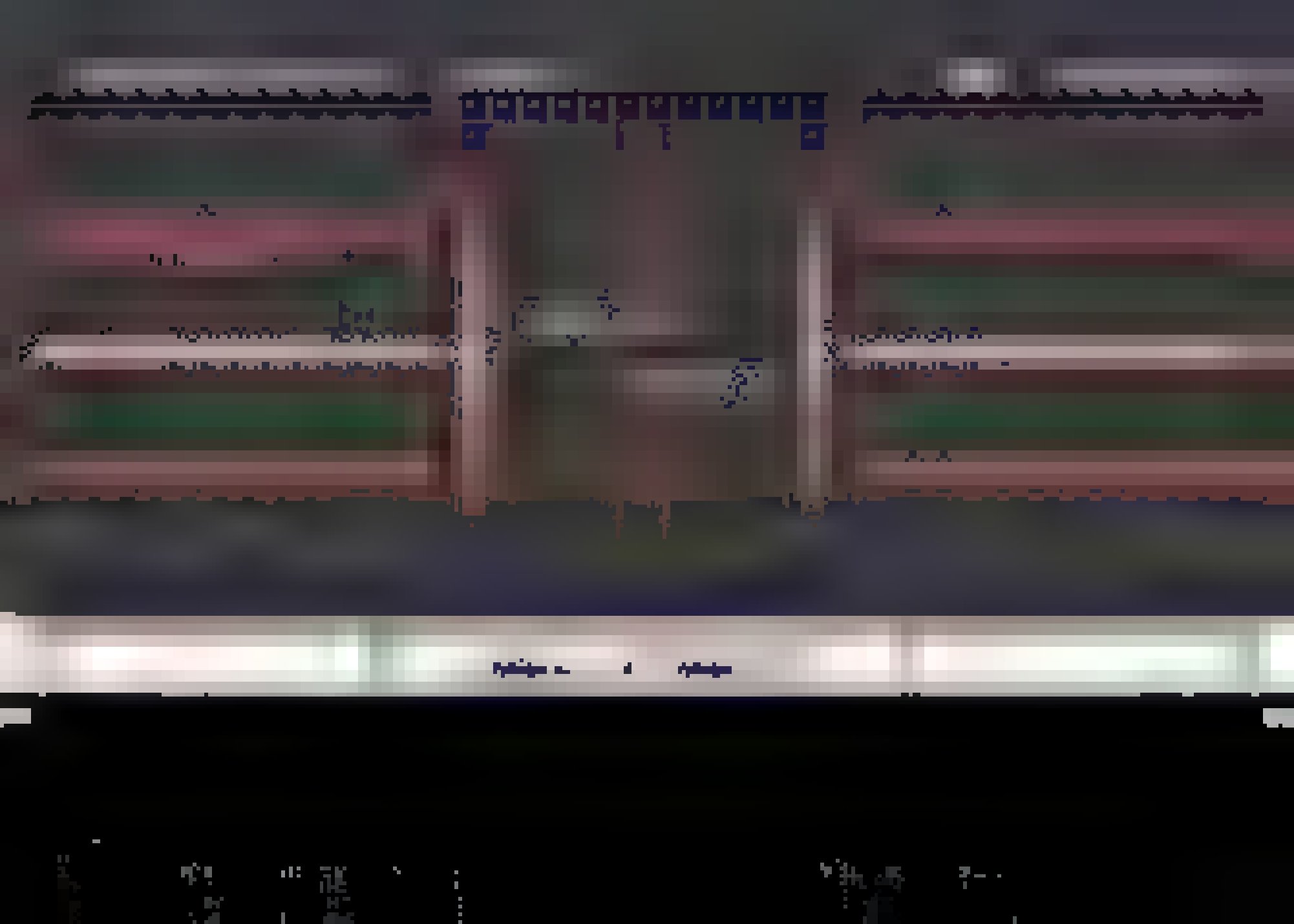
QUALITY SOFTWARE

PRESENTS

JEEPERS CREEPERS

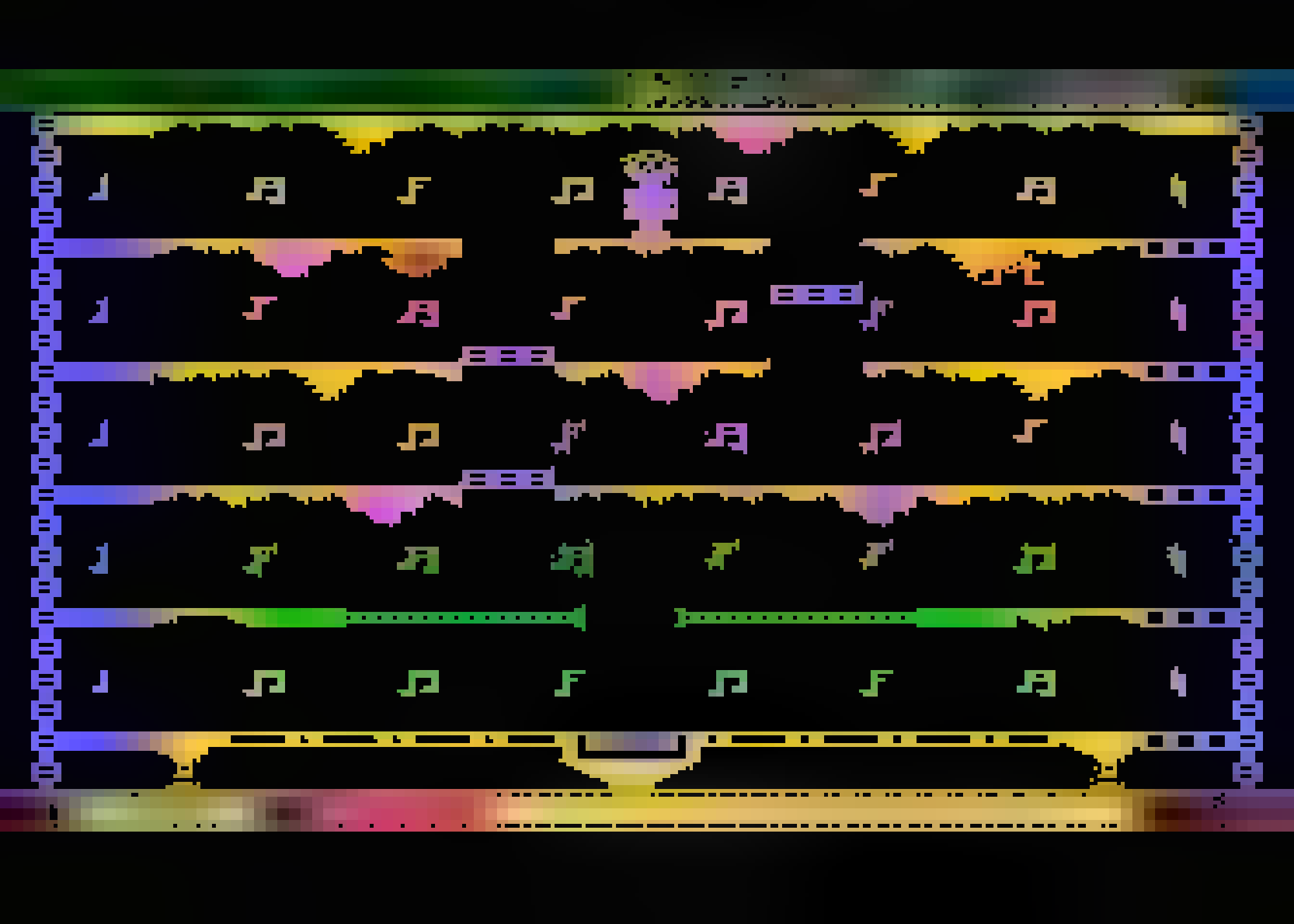
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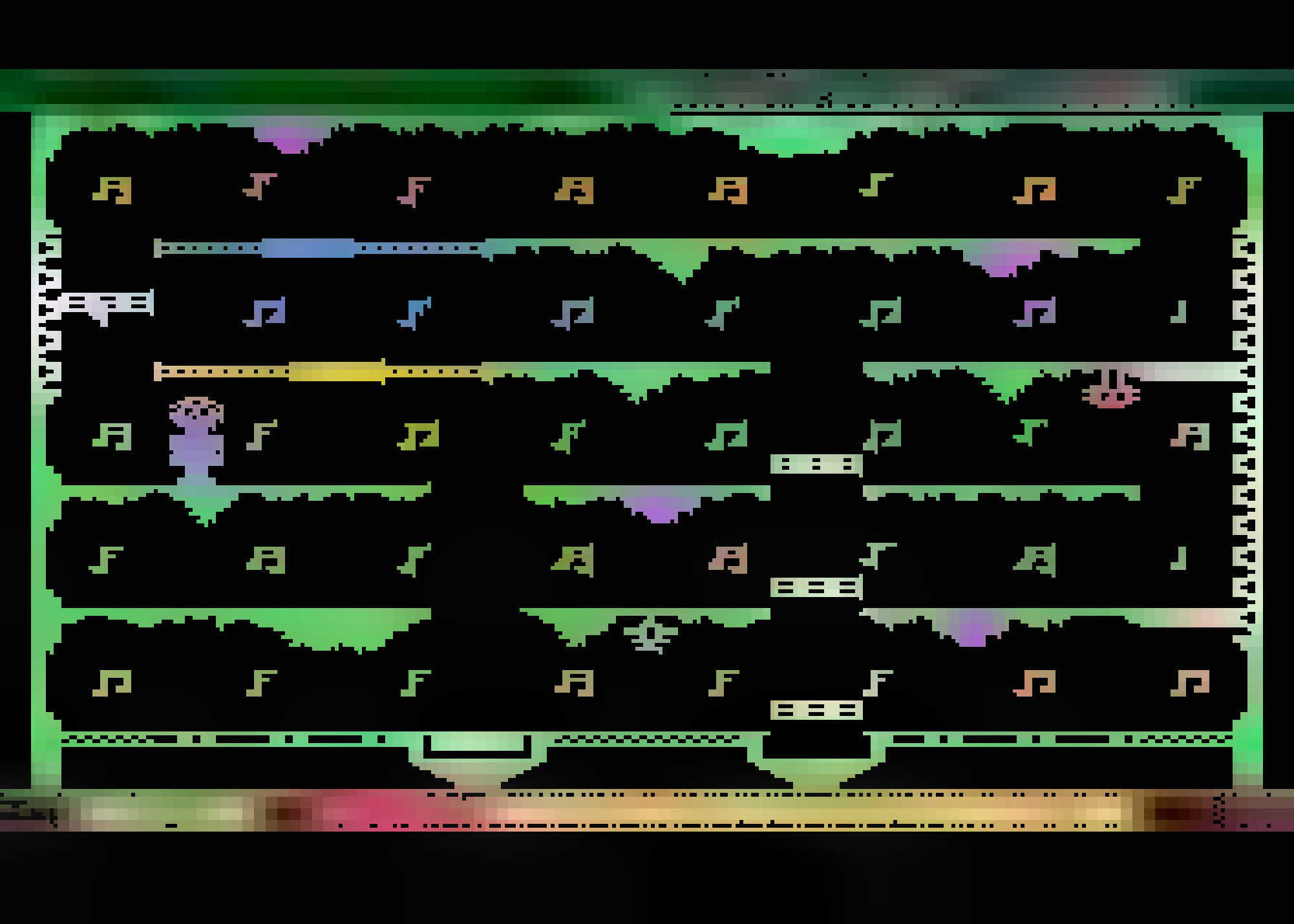
PRESS






Jellybeans
AB
ONLY



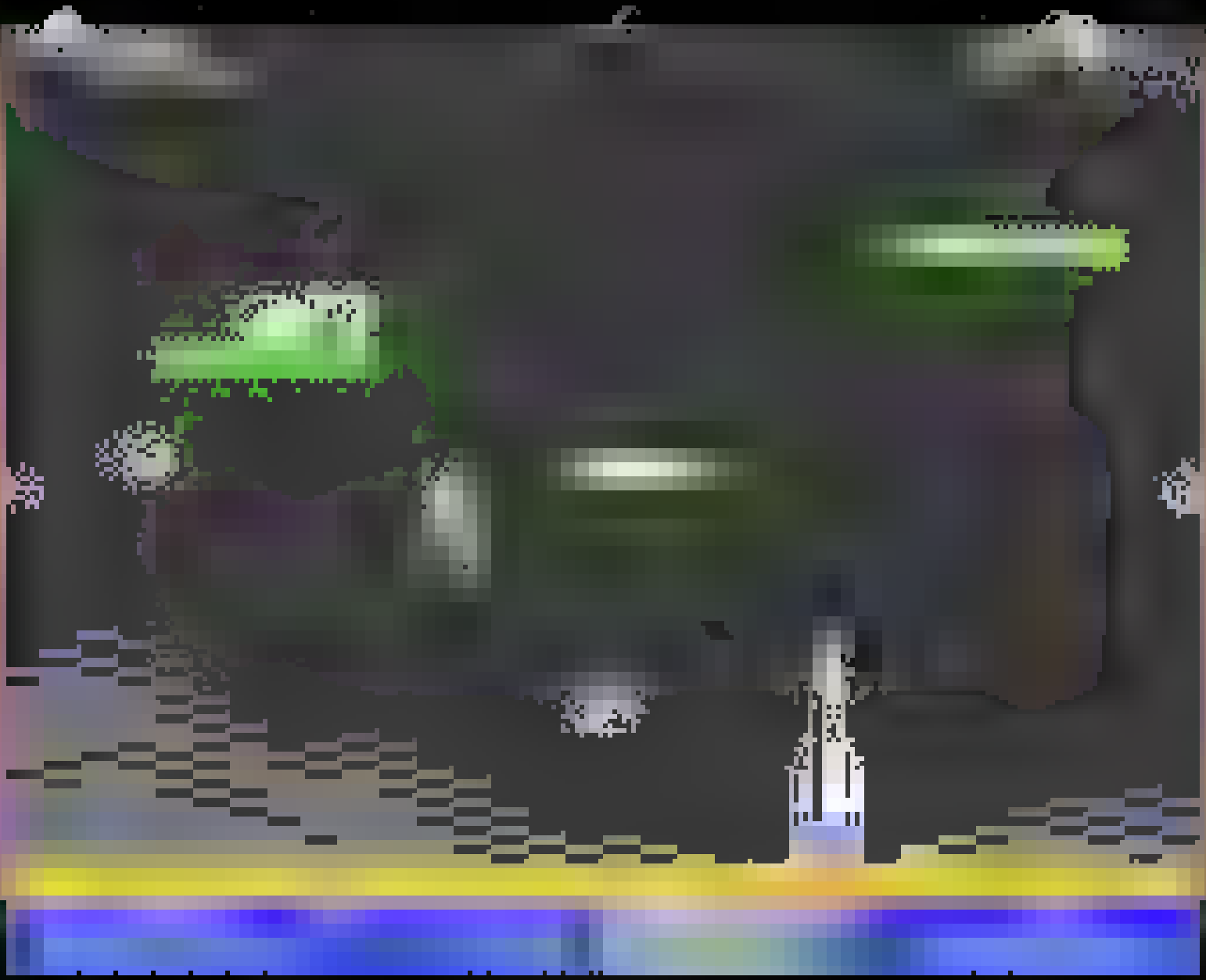


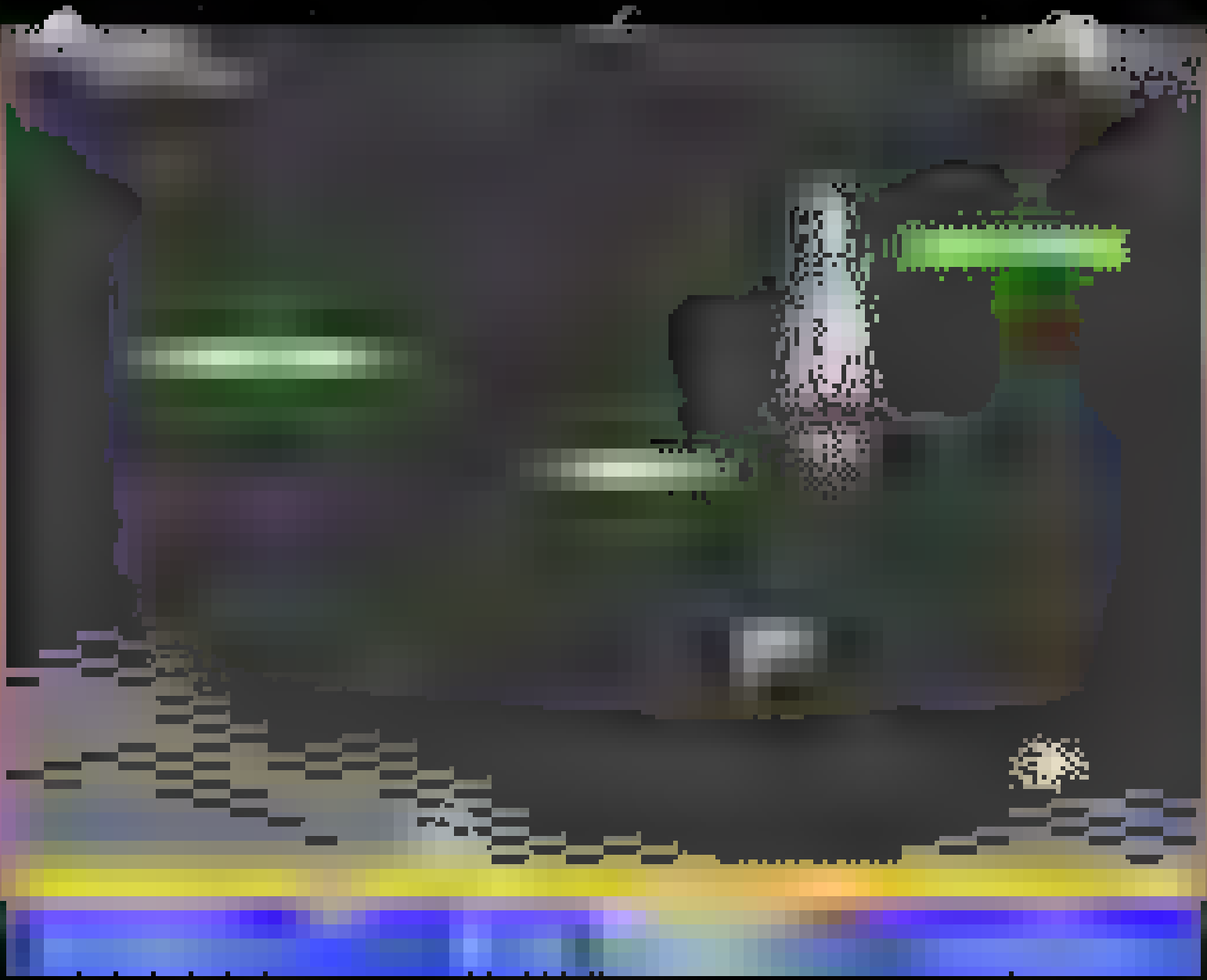
THE ENGLISH
SOFTWARE COMPANY
PRESENTS

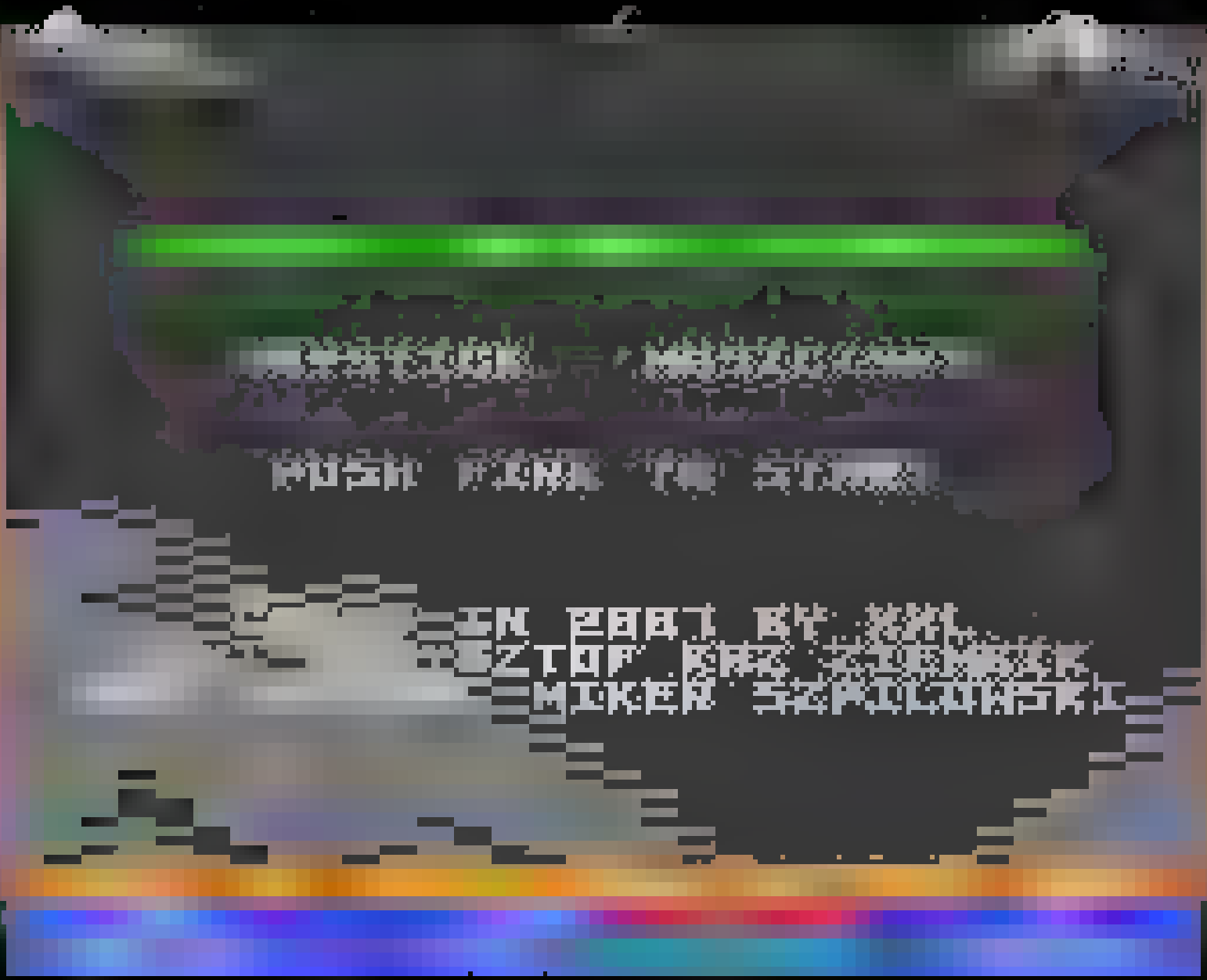
JET BOOT JACK

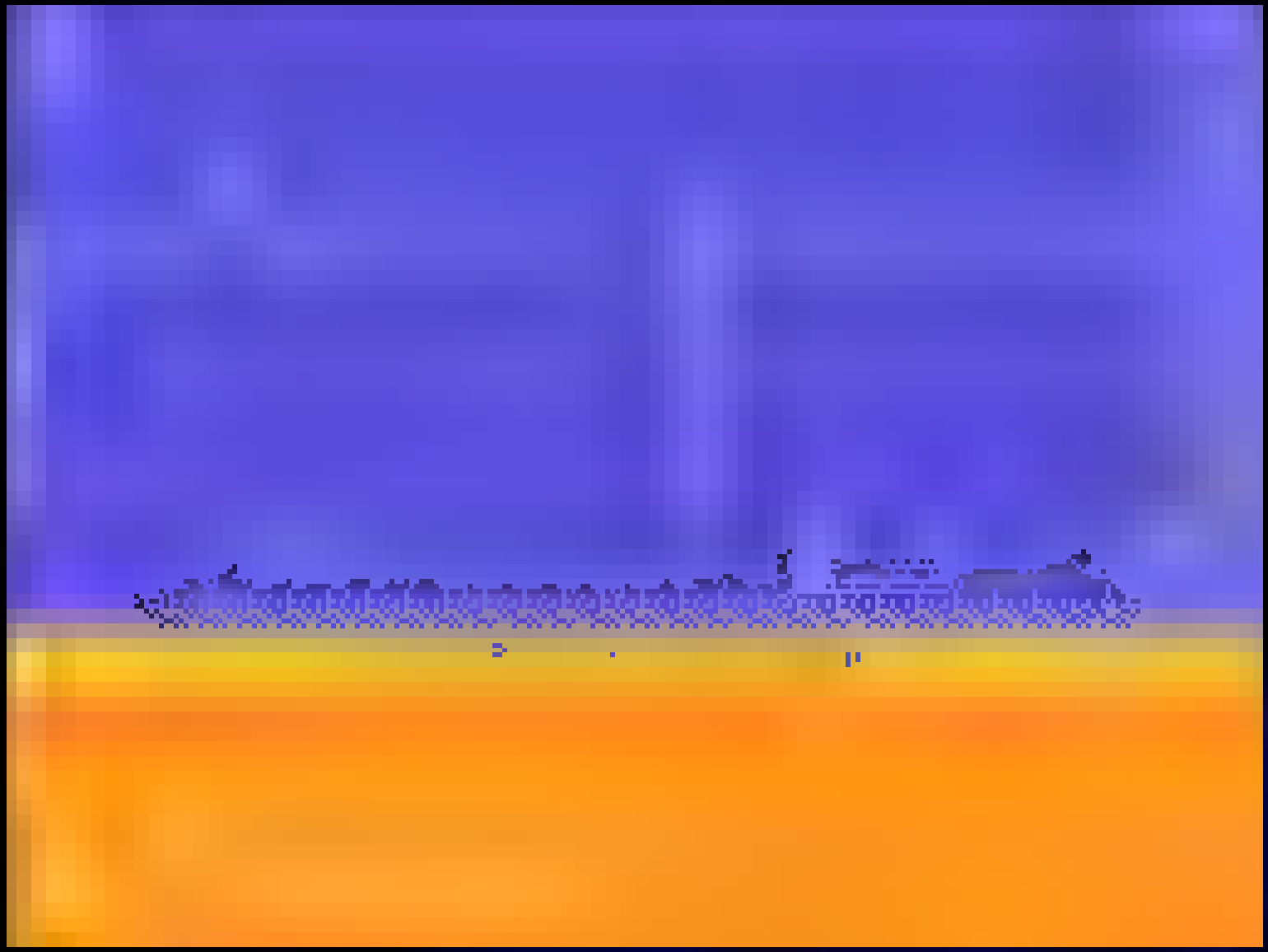
WRITTEN BY
JON WILLIAMS
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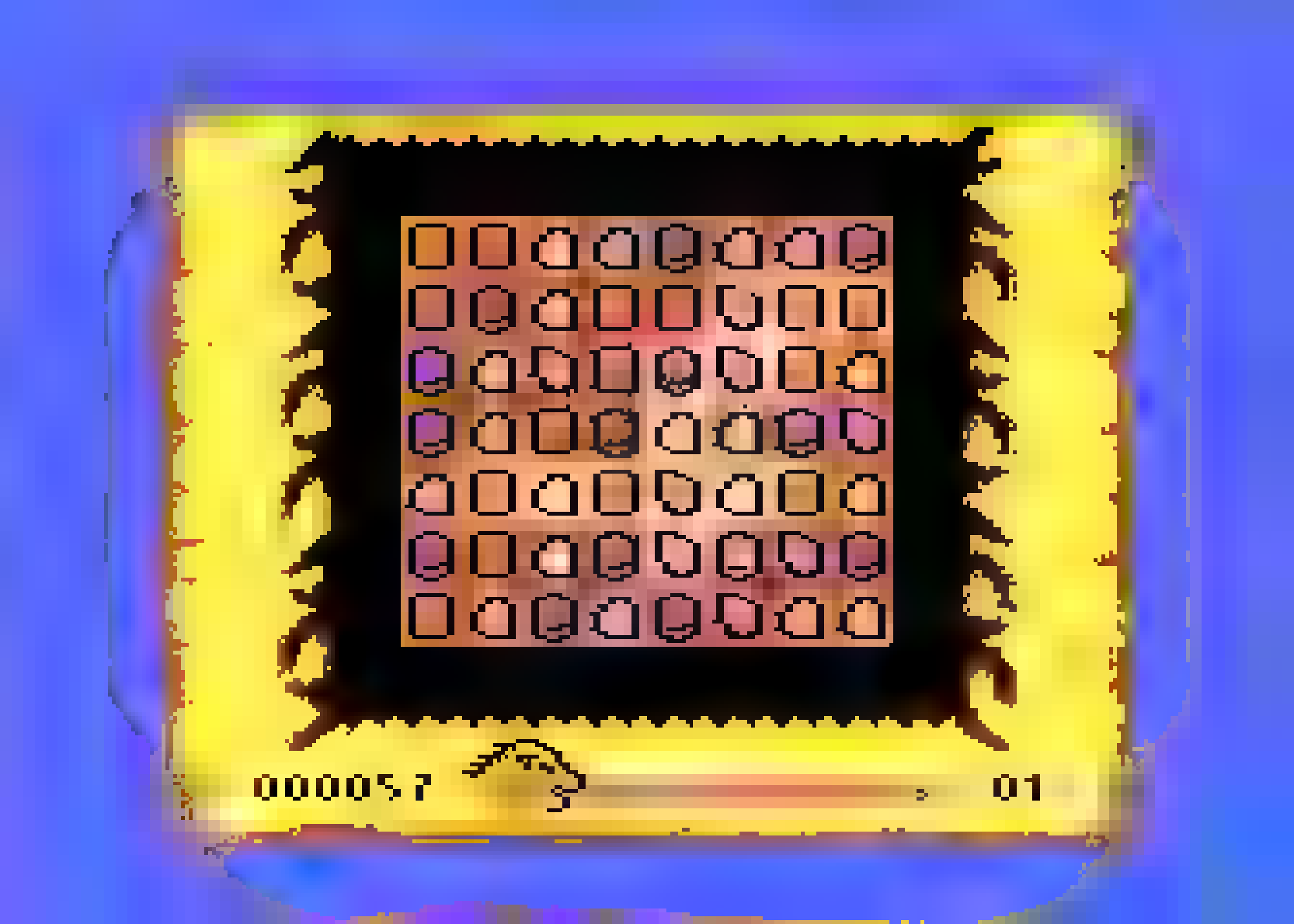


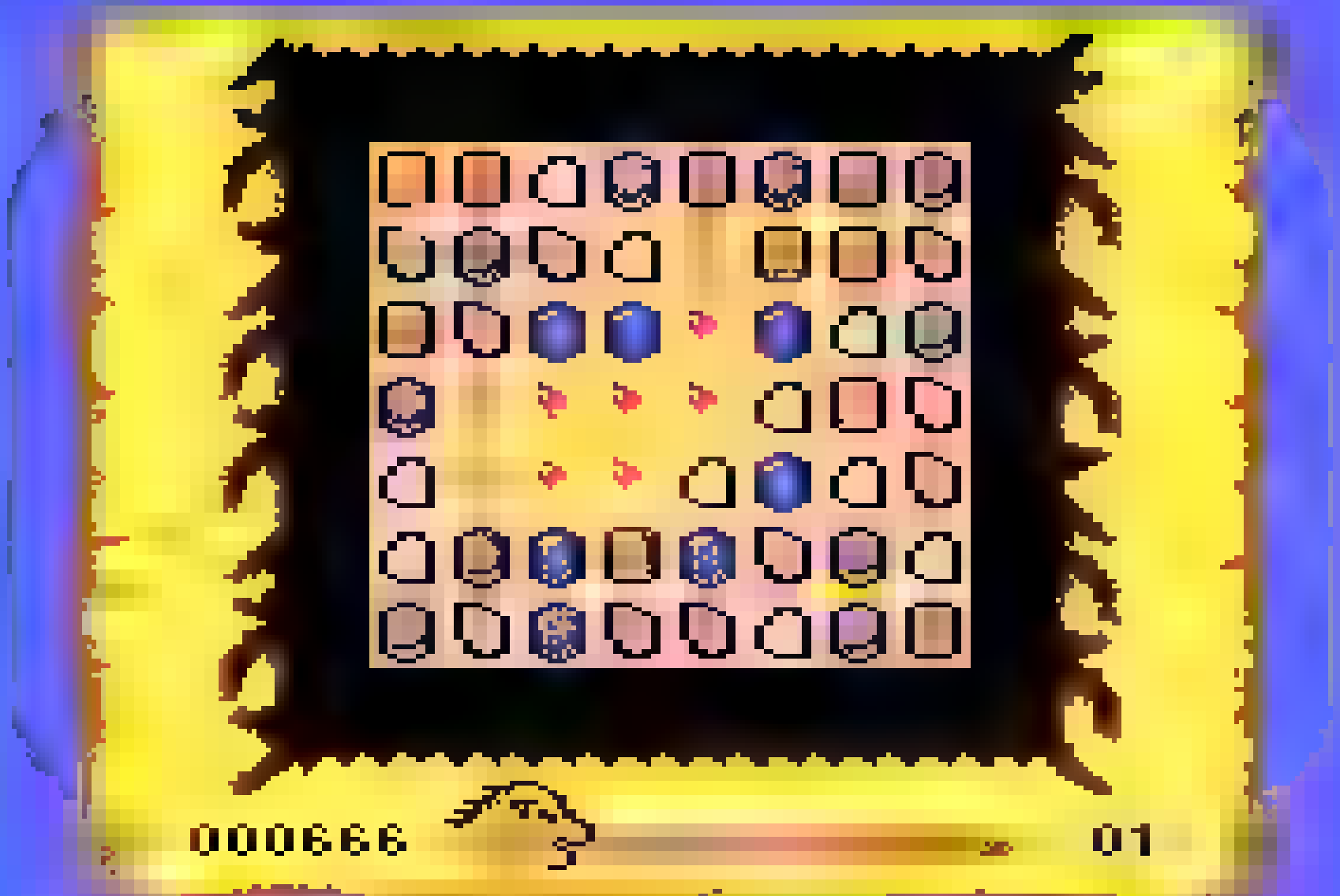




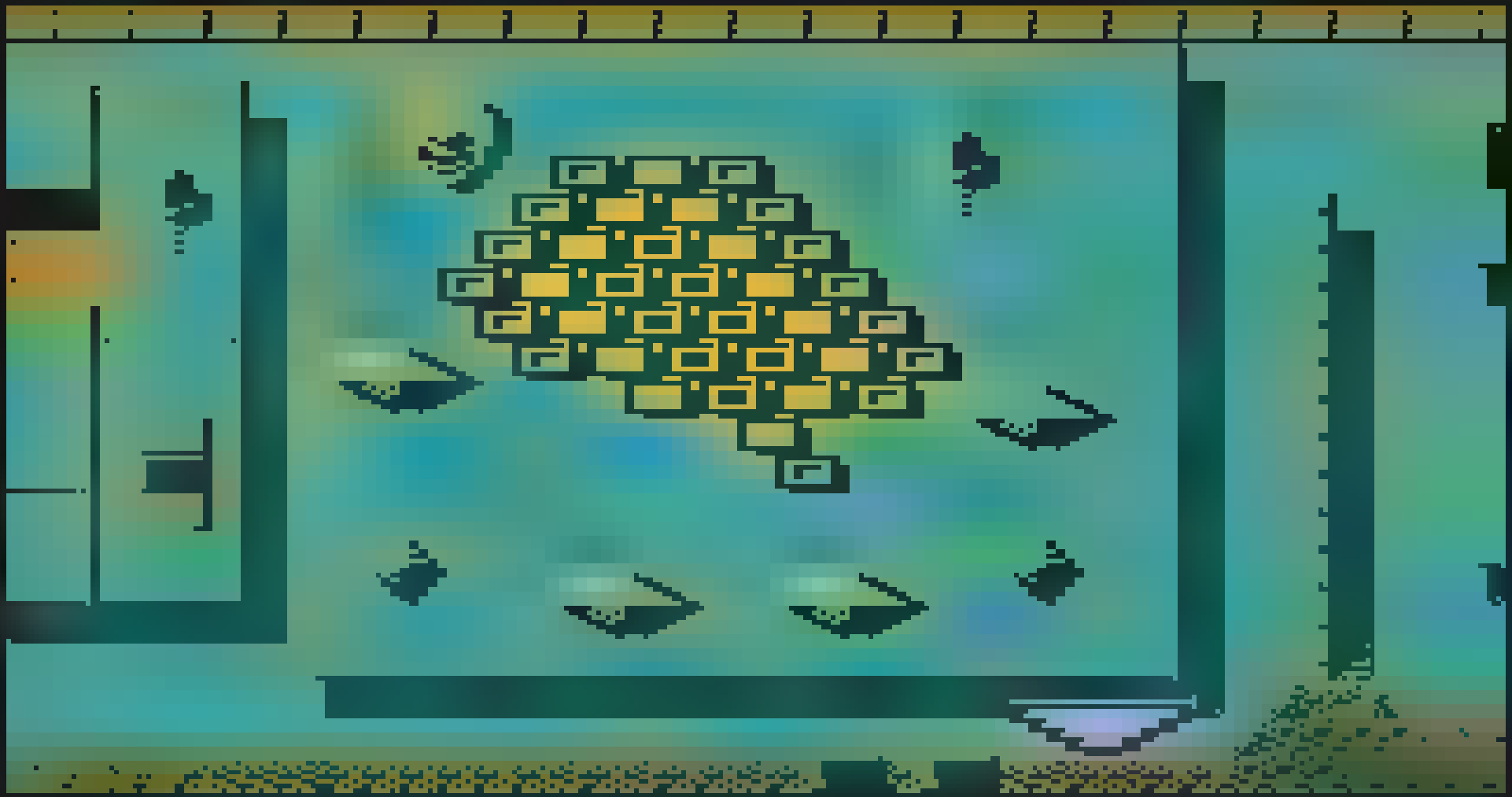


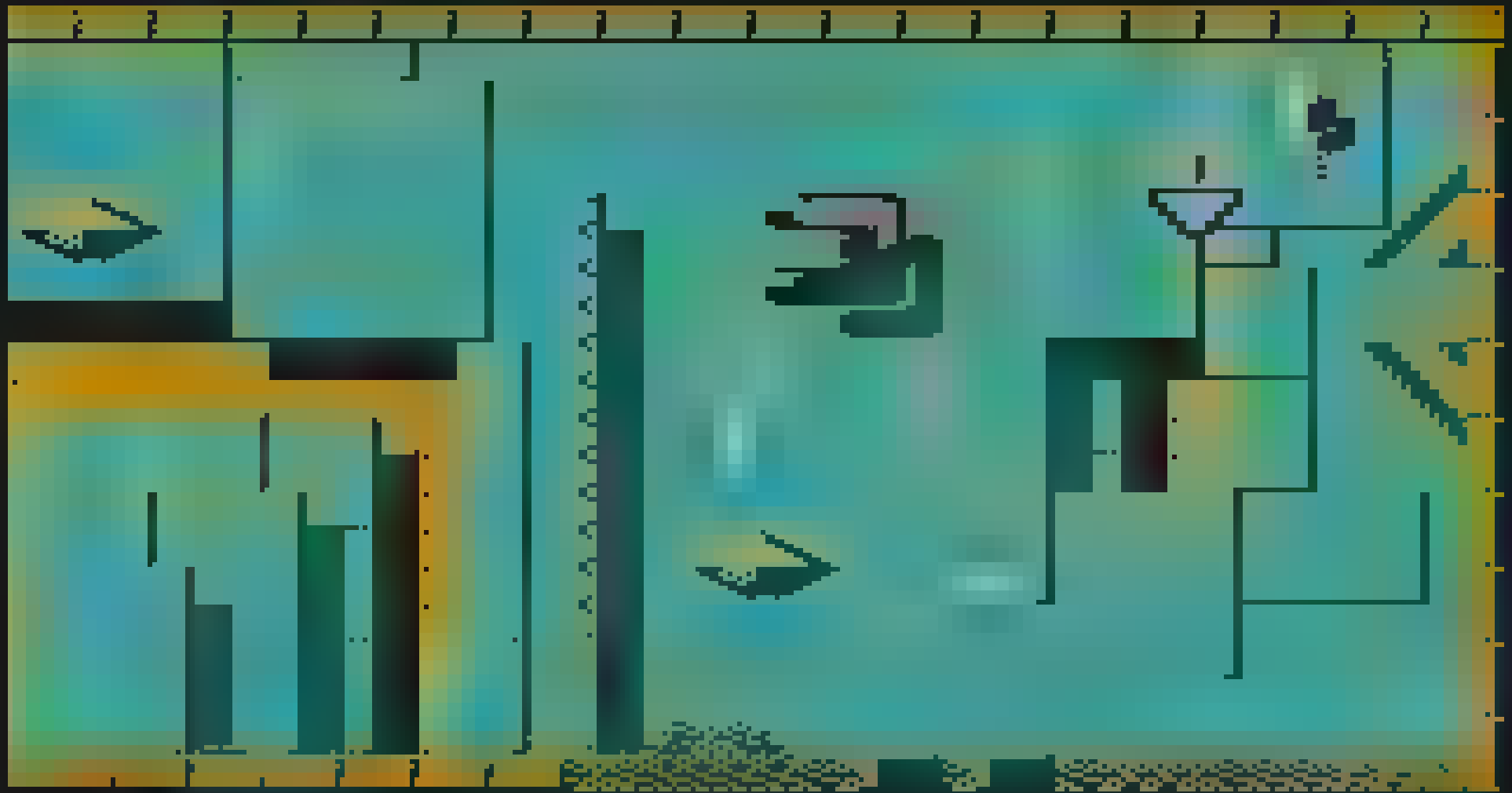

JetSet
2007
Trilby


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01


JET
BIT



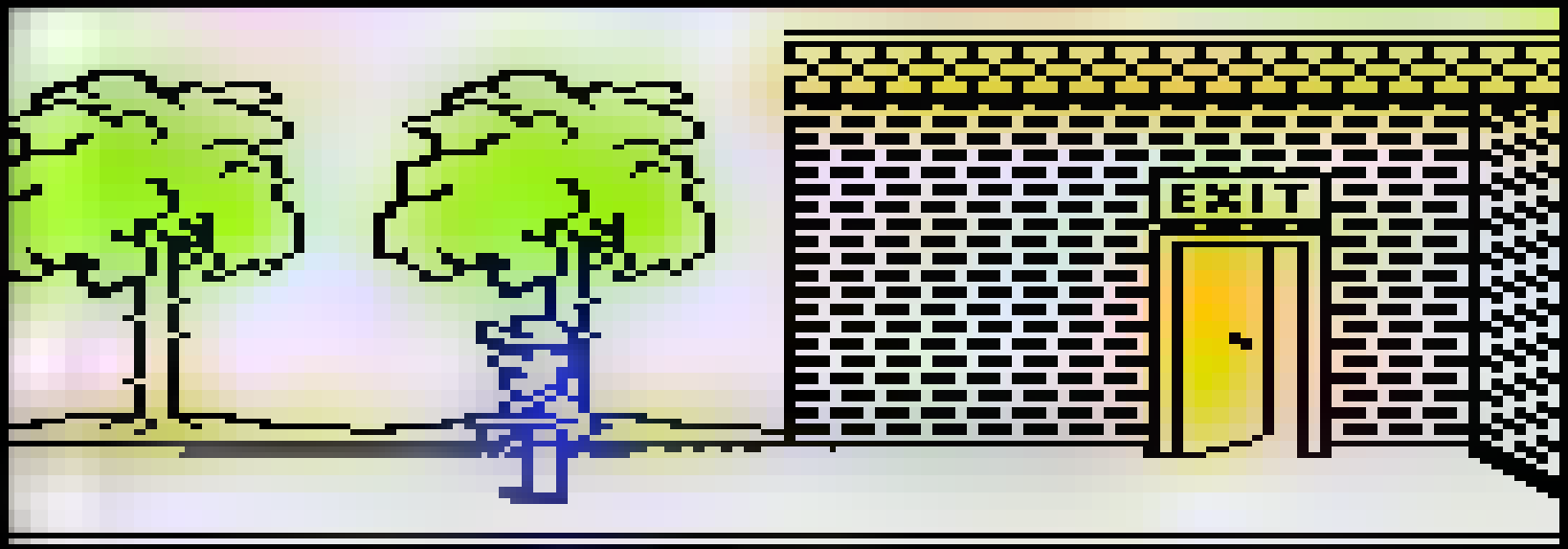



AMC
NEELIX WIEGERINCK
PRESENTIEERT:
JINKS

JOE BLADE

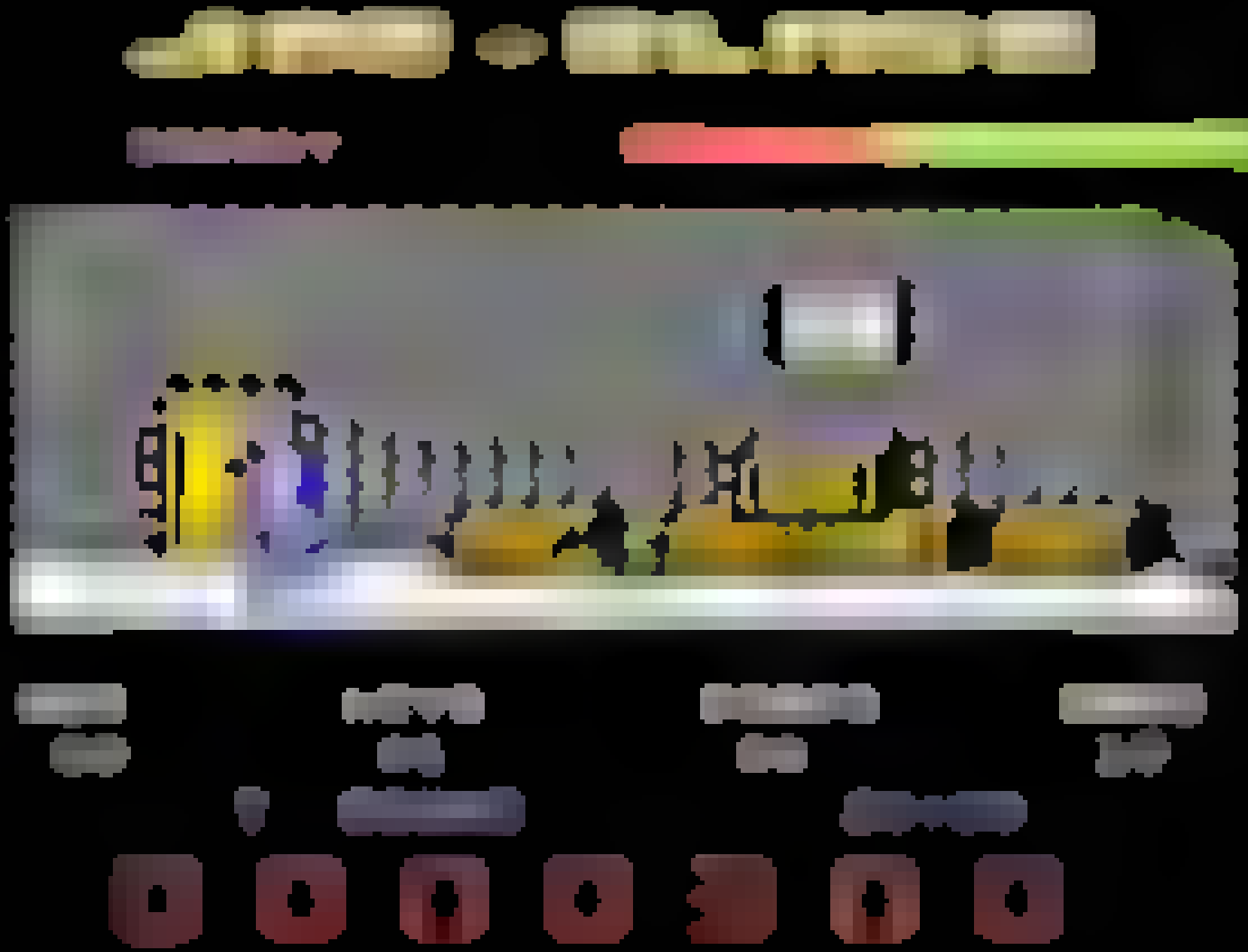
CRAX BLOODFINGERS BASE

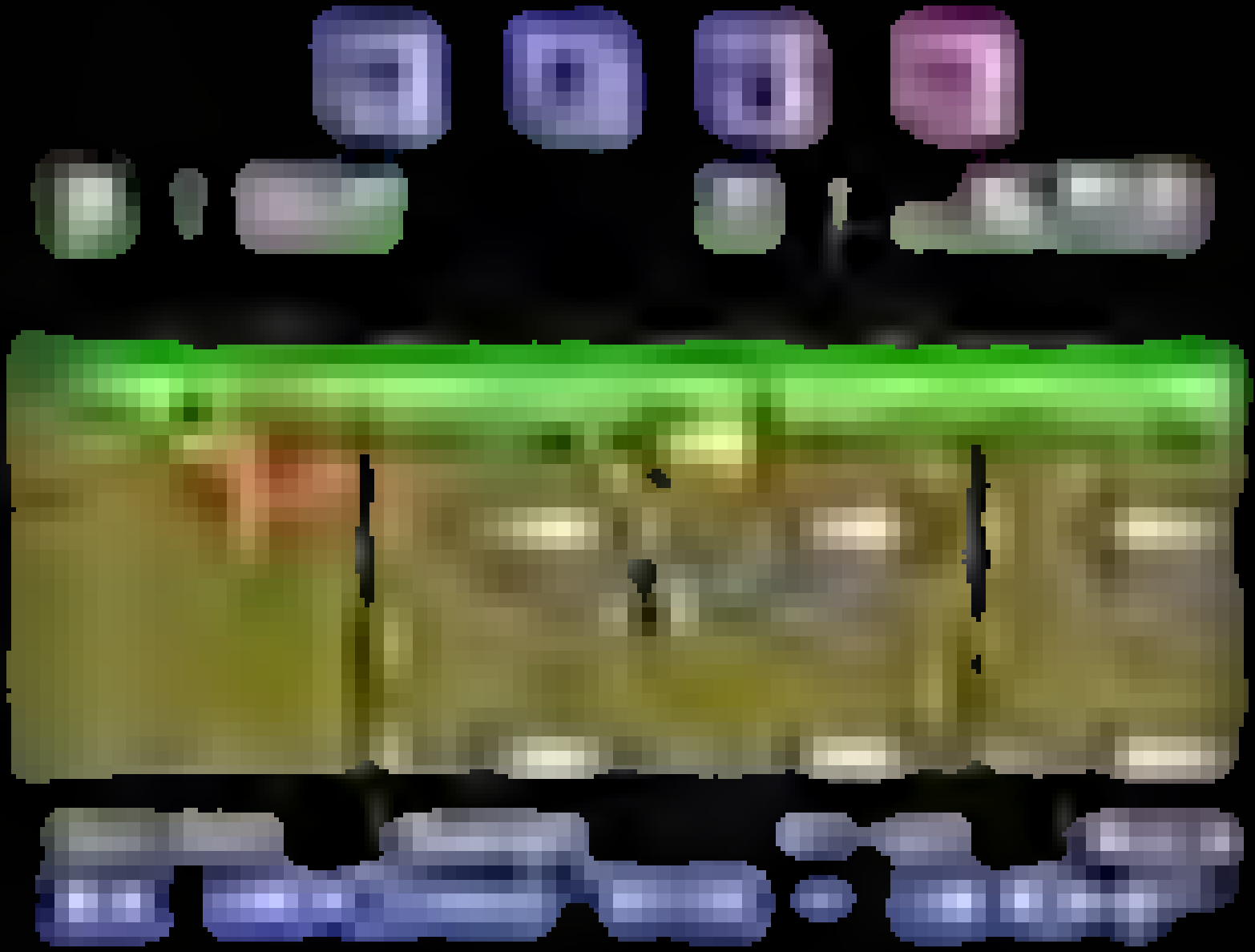
ENERGY



MEN	KEYS	BOMBS	AMMO
00	00	00	20

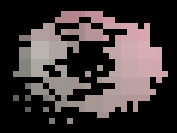
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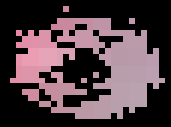





PLAYERS PRESENT
JET BLADE II
MUGGENS, DRIXNNY CI
PROGRAMMED BY

JOE-BLADE



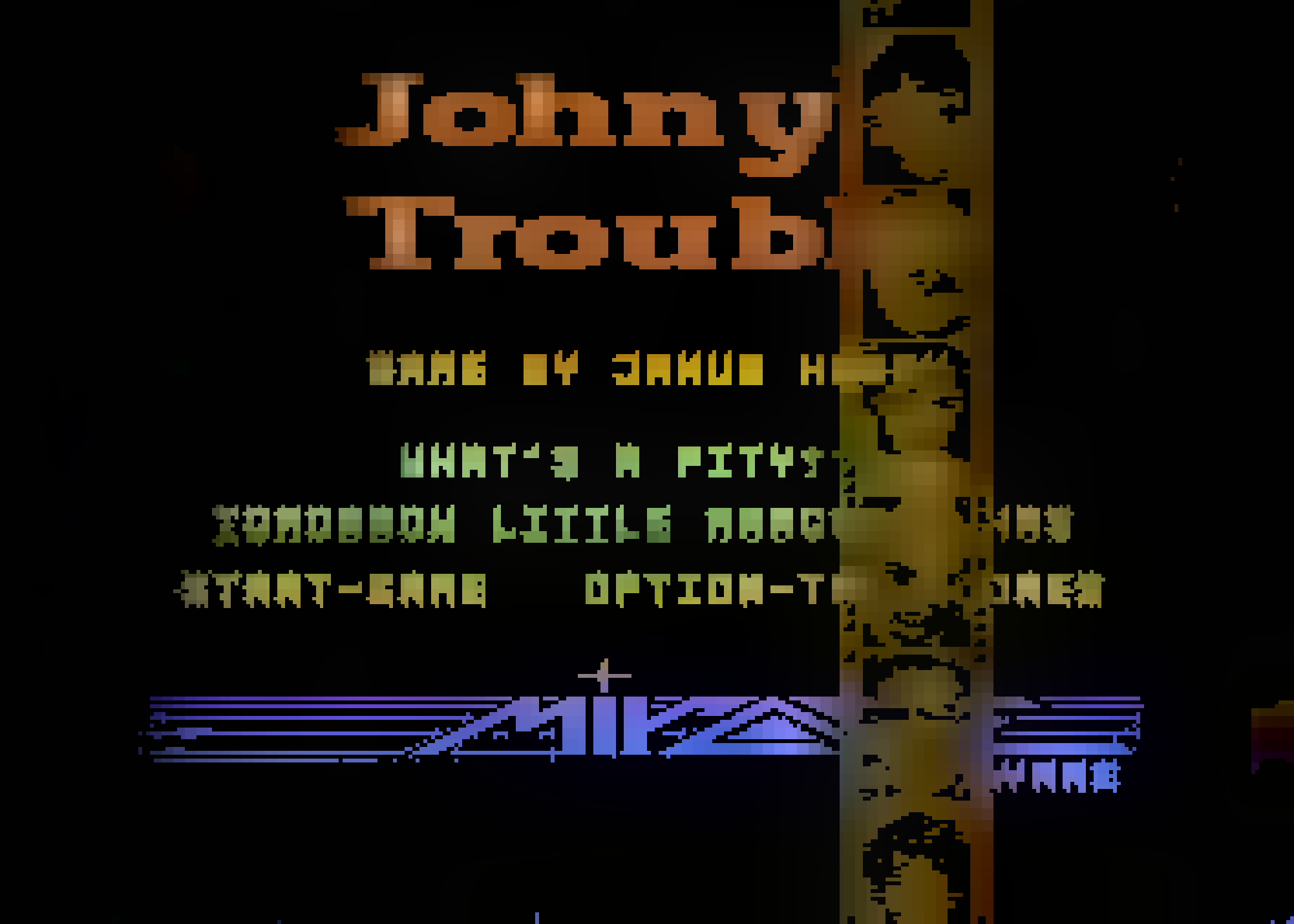


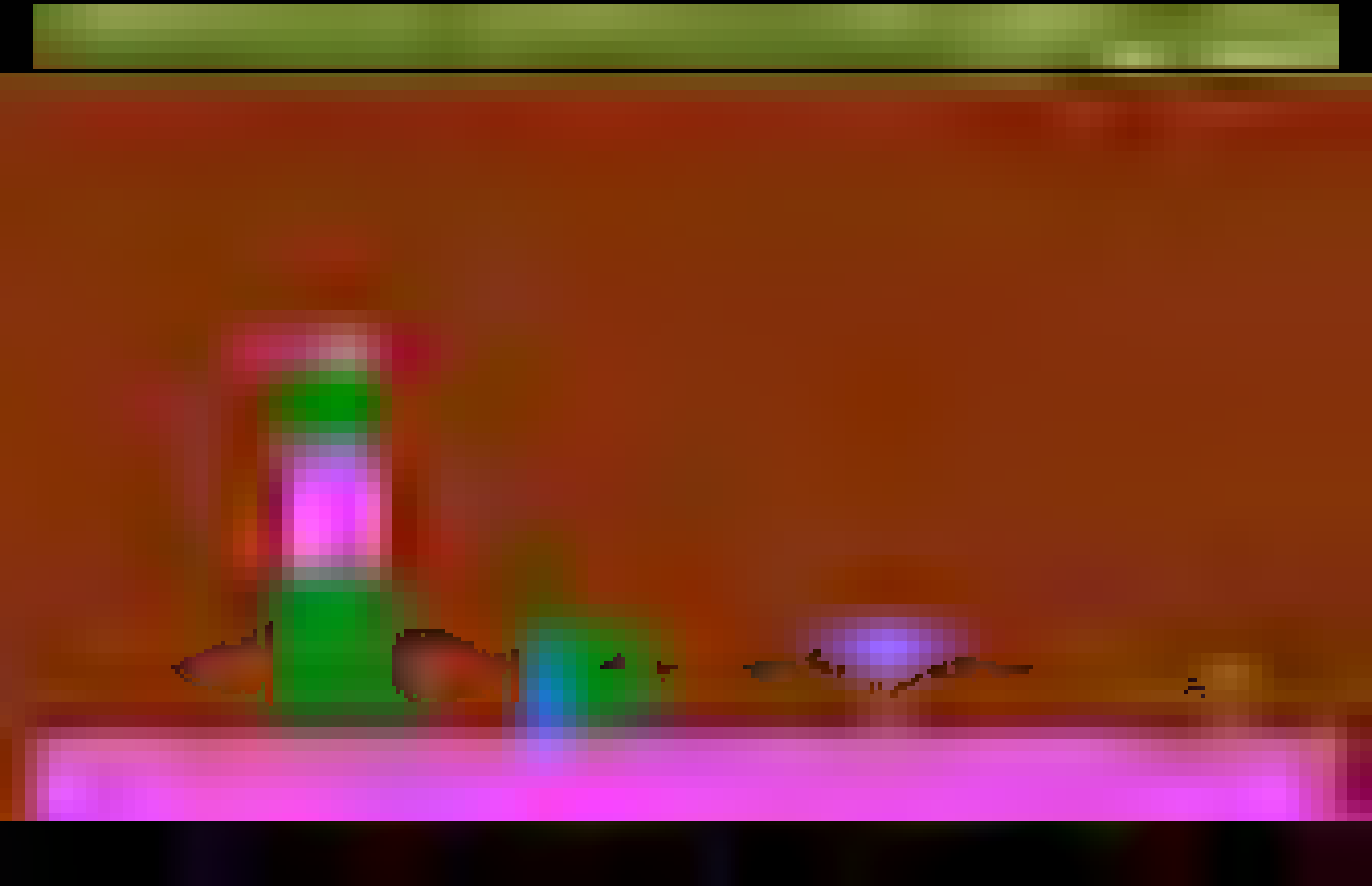
MISSION IN
IRAN AND IRAQ!
SOLUTION
4 SUPER PLAYERS

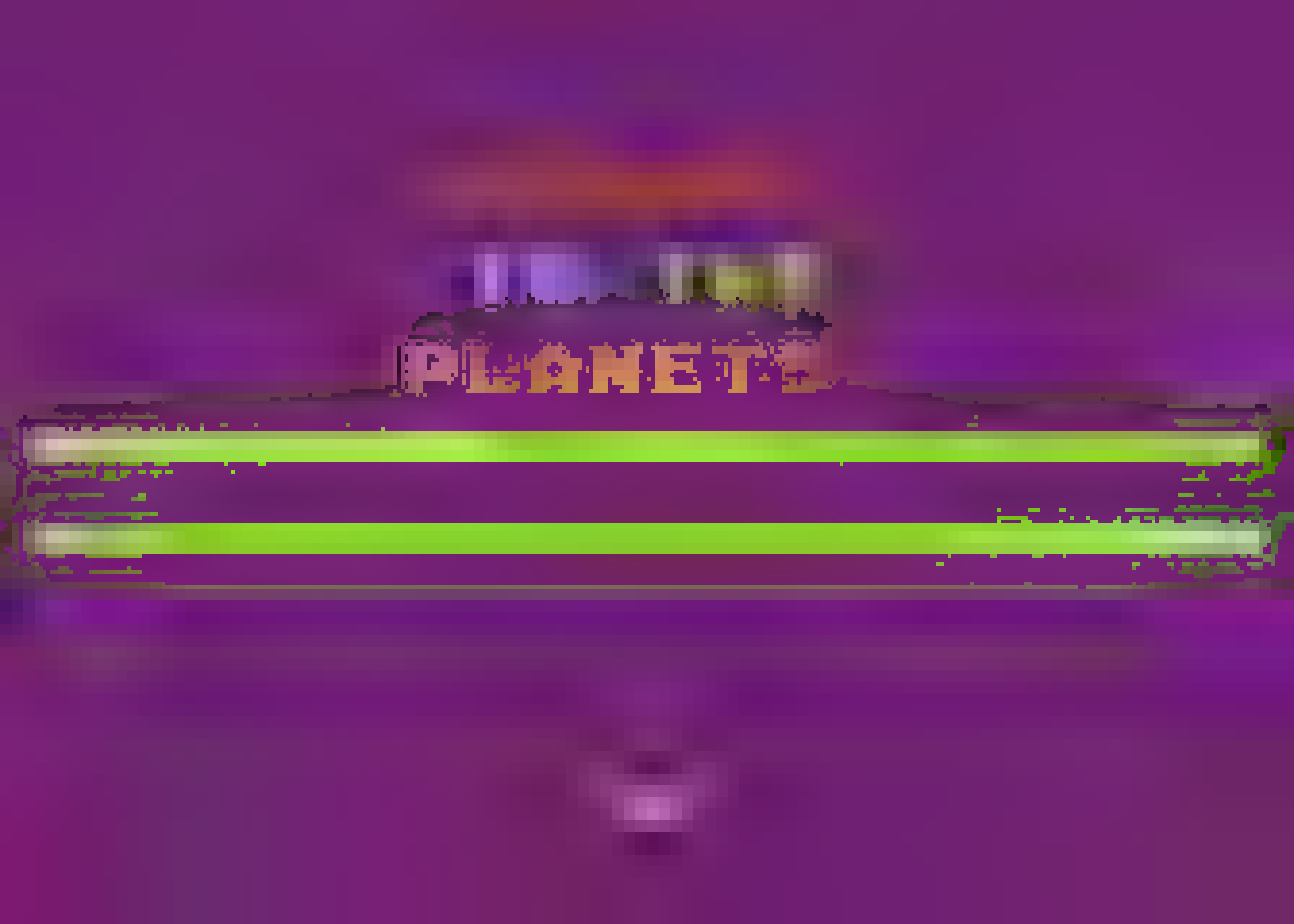
MISSION INTRO


Johnny's
Trouble
Over
Once
I FEAR YOU DO


Johnny's
Trouble
Owner
of the Inn


Johny
Troub
GAME BY JANUS H
WHAT'S A PITY
RANDOM LEVELS
START-GAME
OPTION-T




PLANETS




WAVE 4
ADD WAVE



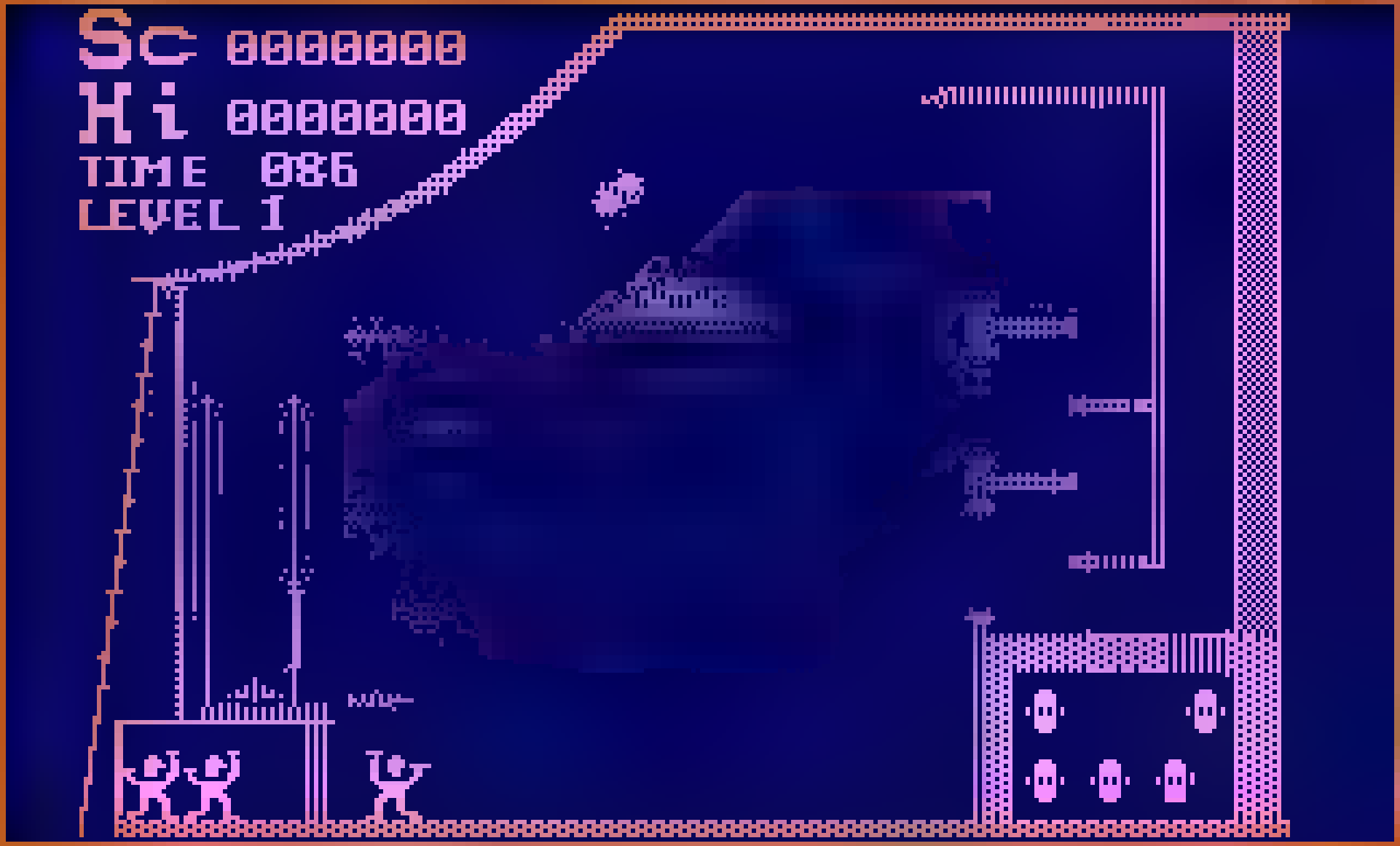
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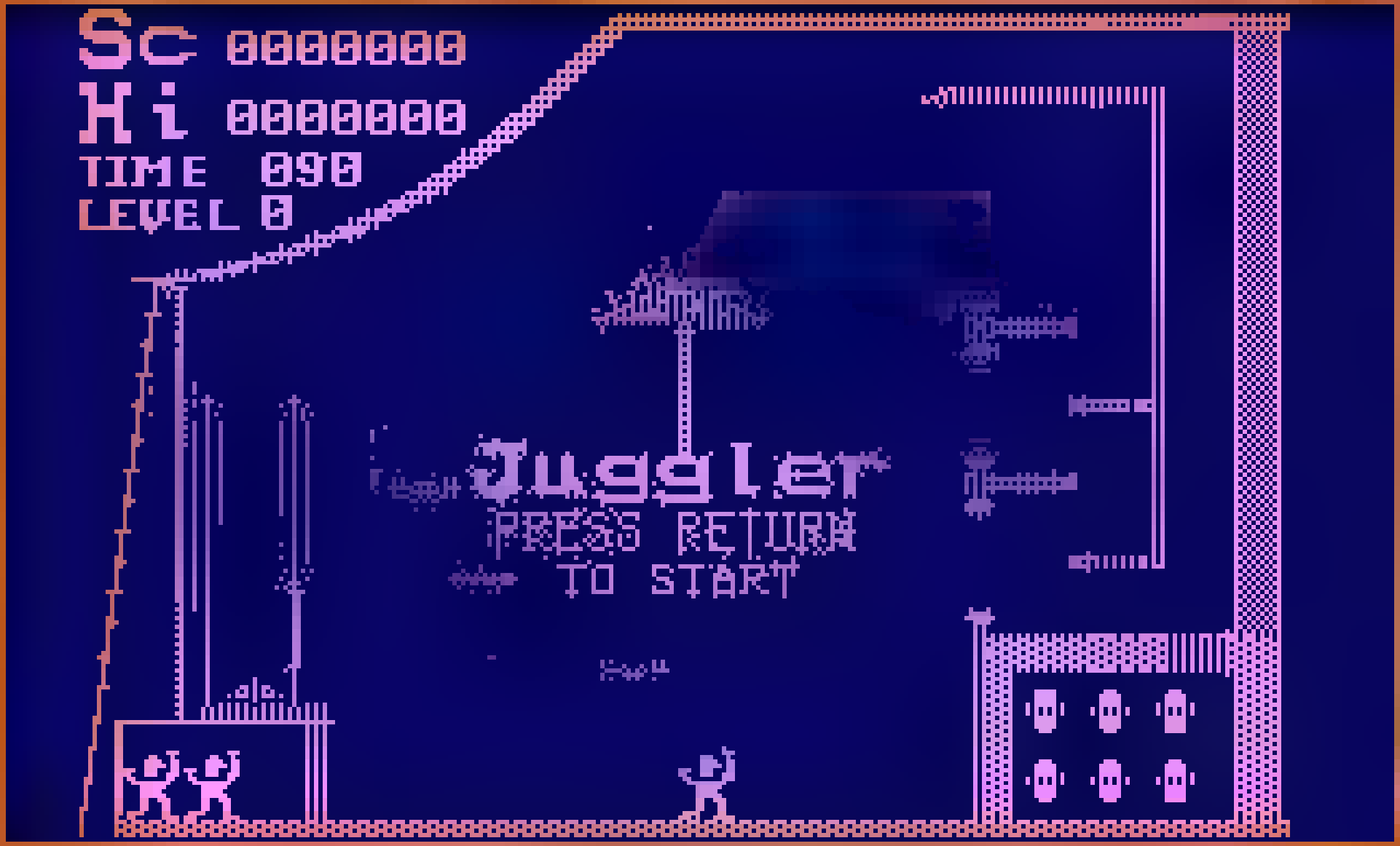
PLAYERS: 1

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3170


JR PACMAN


Sc 0000000
Hi 0000000
TIME 086
LEVEL I


Sc 0000000
Hi 0000000
TIME 090
LEVEL 0
Juggler
PRESS RETURN
TO START


LEVEL
ROUND

CAST OF CHARACTERS

MOHM KILLER WATT FLASH RECHARGE

OPTION selects

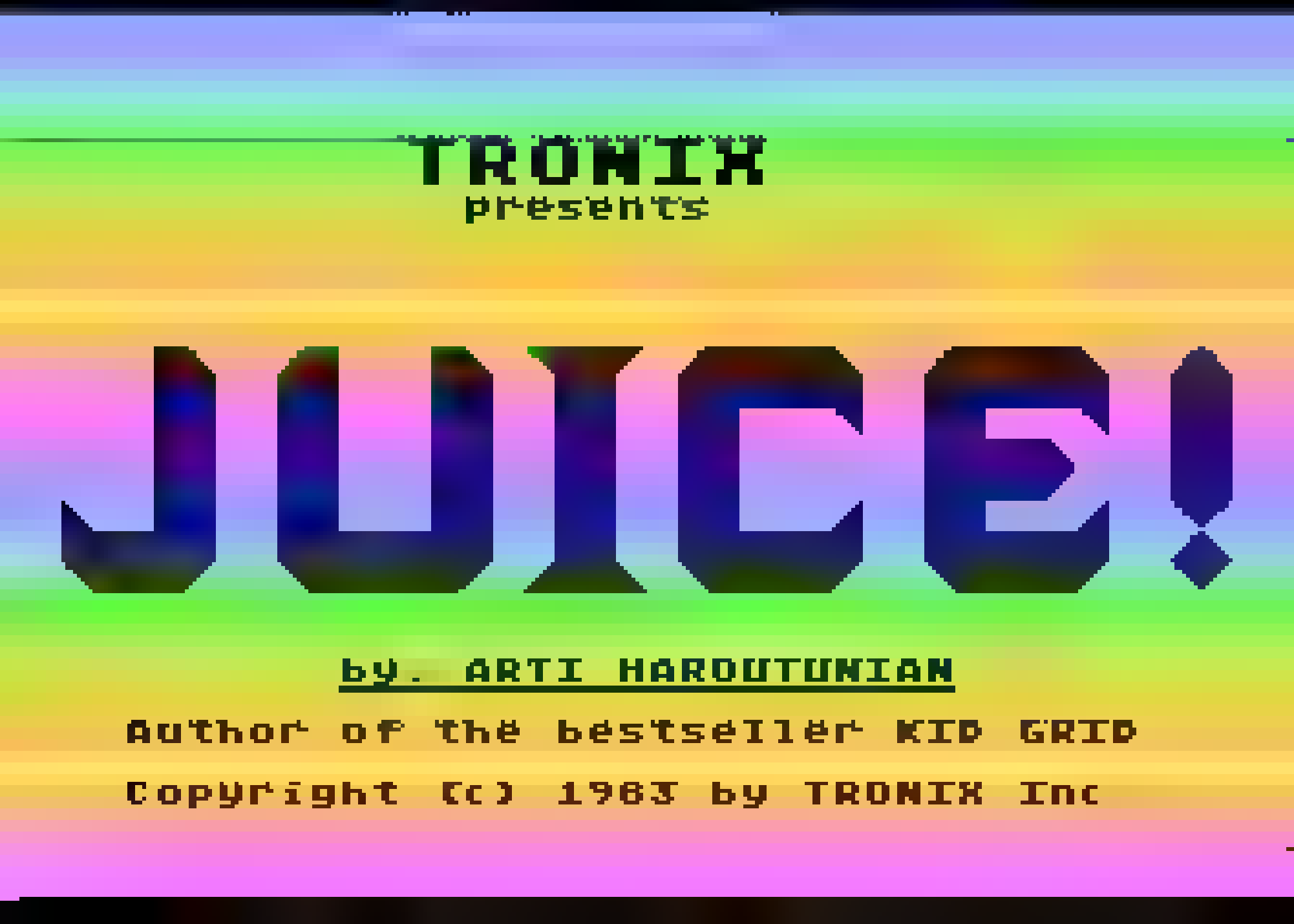
1) Standard Play
2) Practice

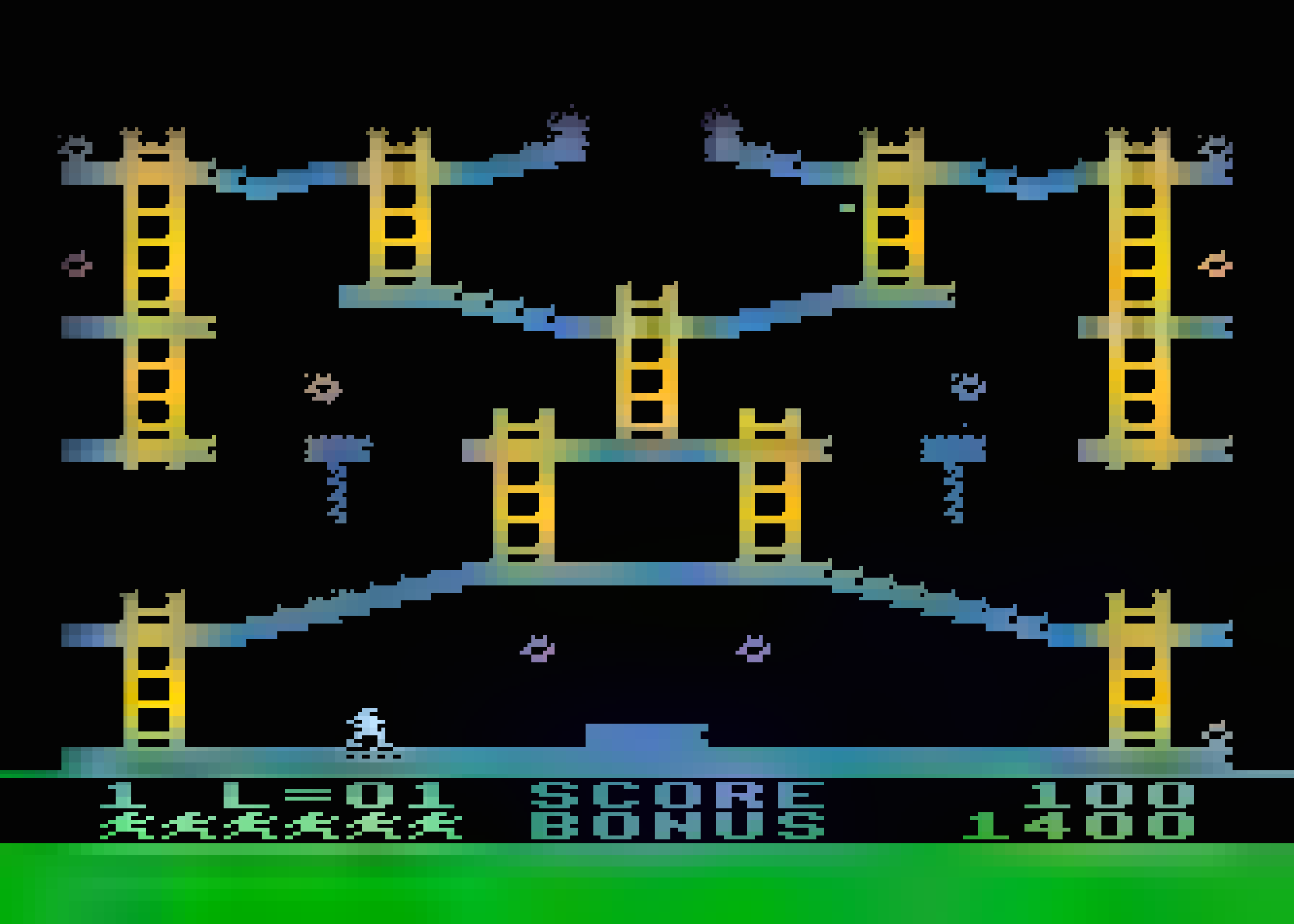
All Characters
NO FLASH or RECHARGE
NO KILLER WATT
MOHMS only
No Characters

SELECT selects

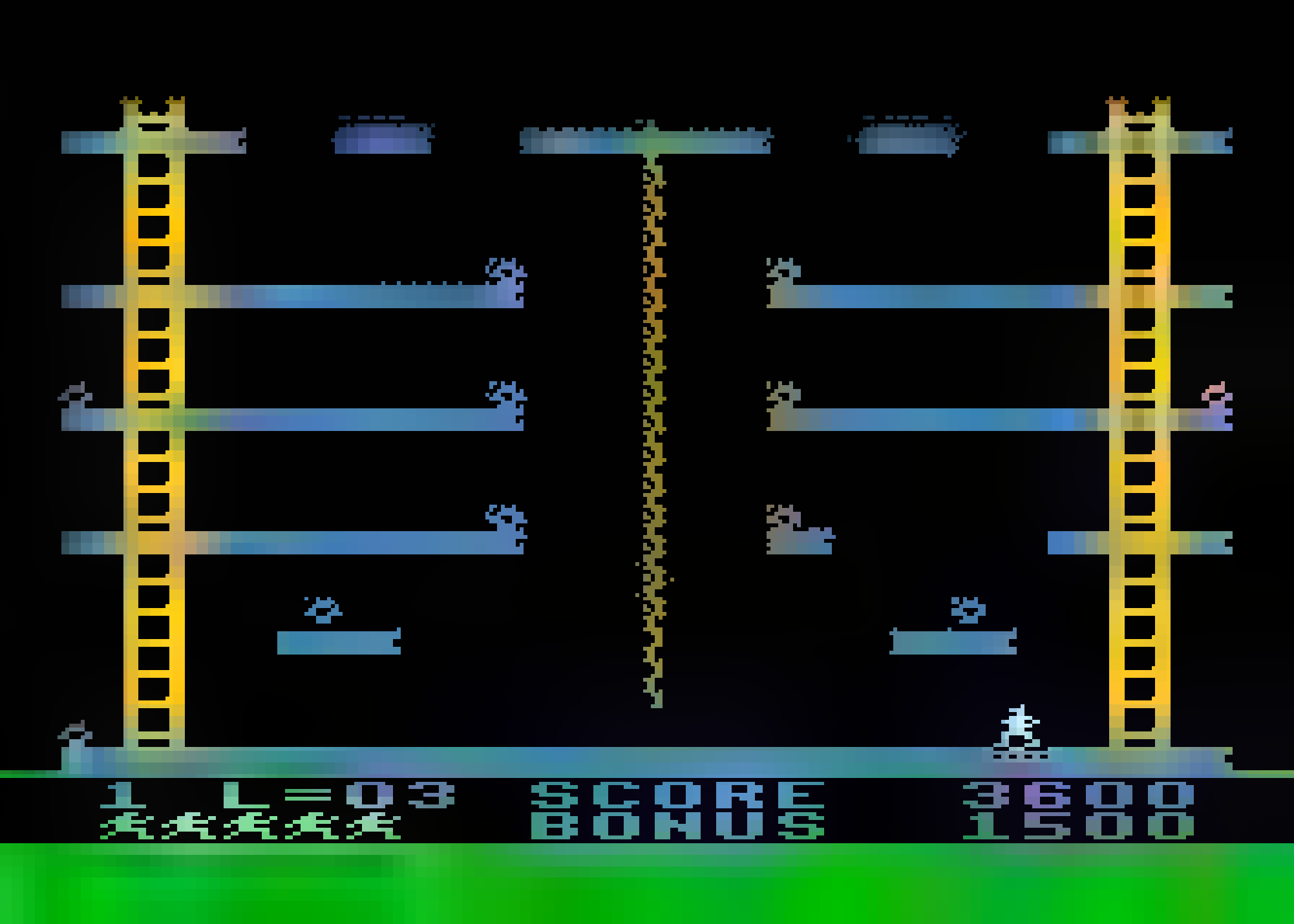
LEVEL 1


LEVEL : 3
ROUND : 3

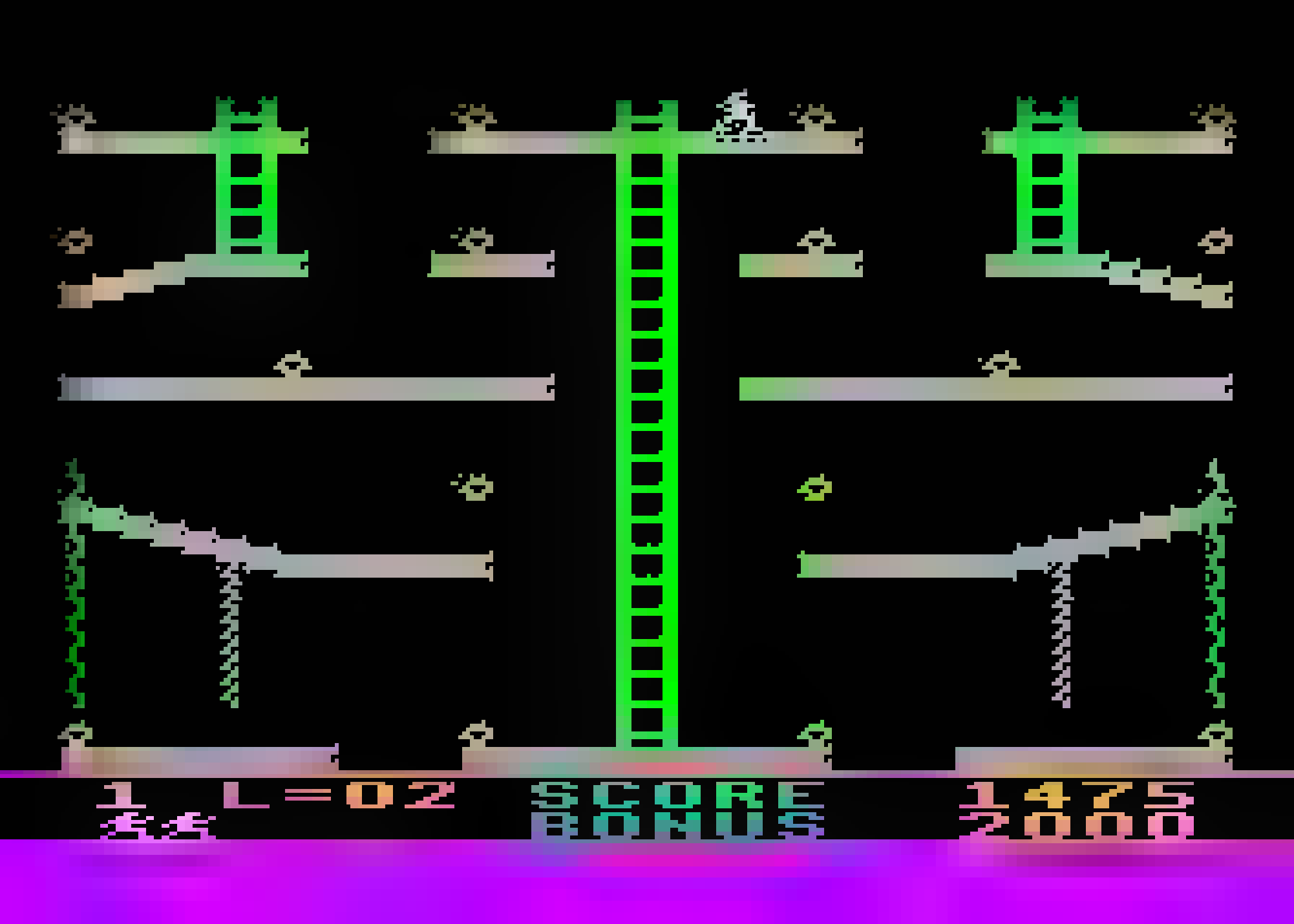

TRONIX
presents
JUICE!
by. ARTI HAROUTUNIAN
Author of the bestseller KID GRID
Copyright (c) 1983 by TRONIX Inc


1 L=01
SCORE 100
BONUS 1400


1 L=02 SCORE 1900
BONUS 1500


1 L=03
SCORE
3600
BONUS
1500

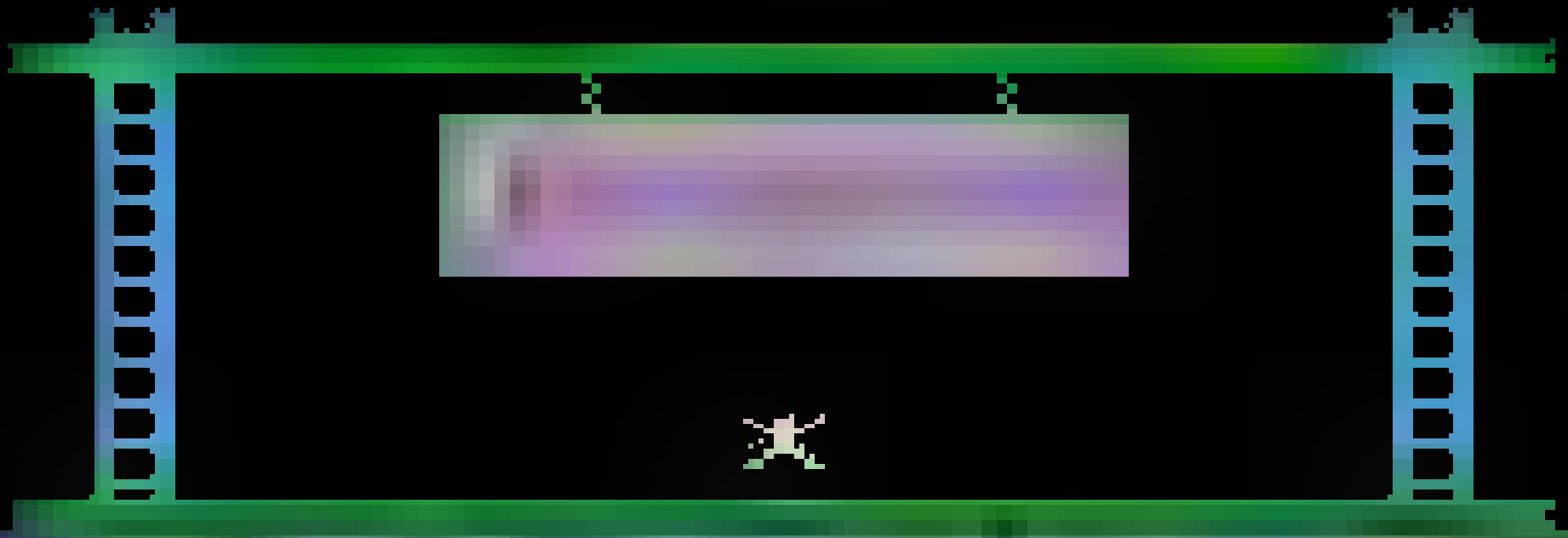

1 L=01
SCORE
BONUS
300
700


1
L=02
SCORE
1475
BONUS
2000

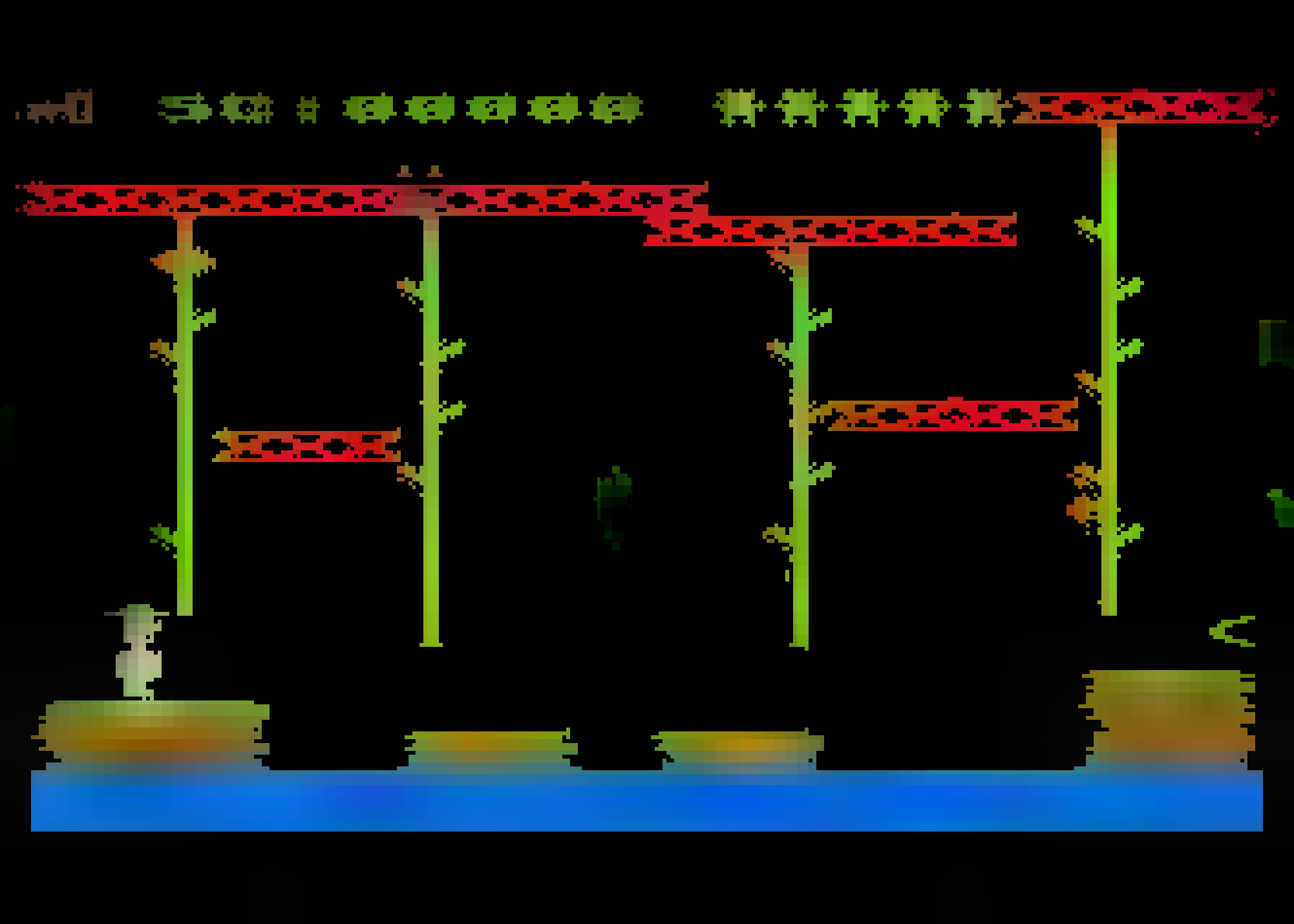

EPYX
JUMPMAN JUNIOR

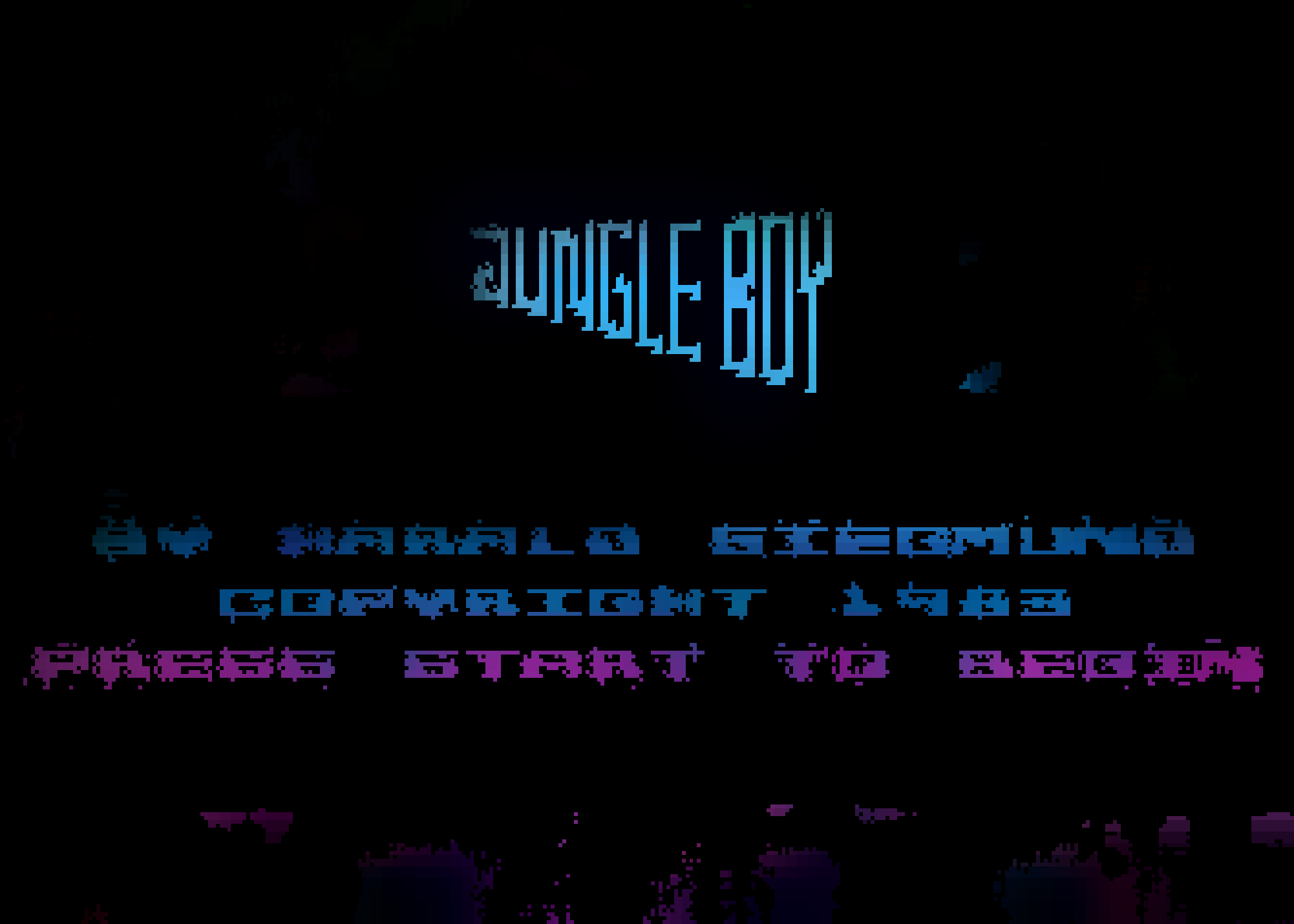
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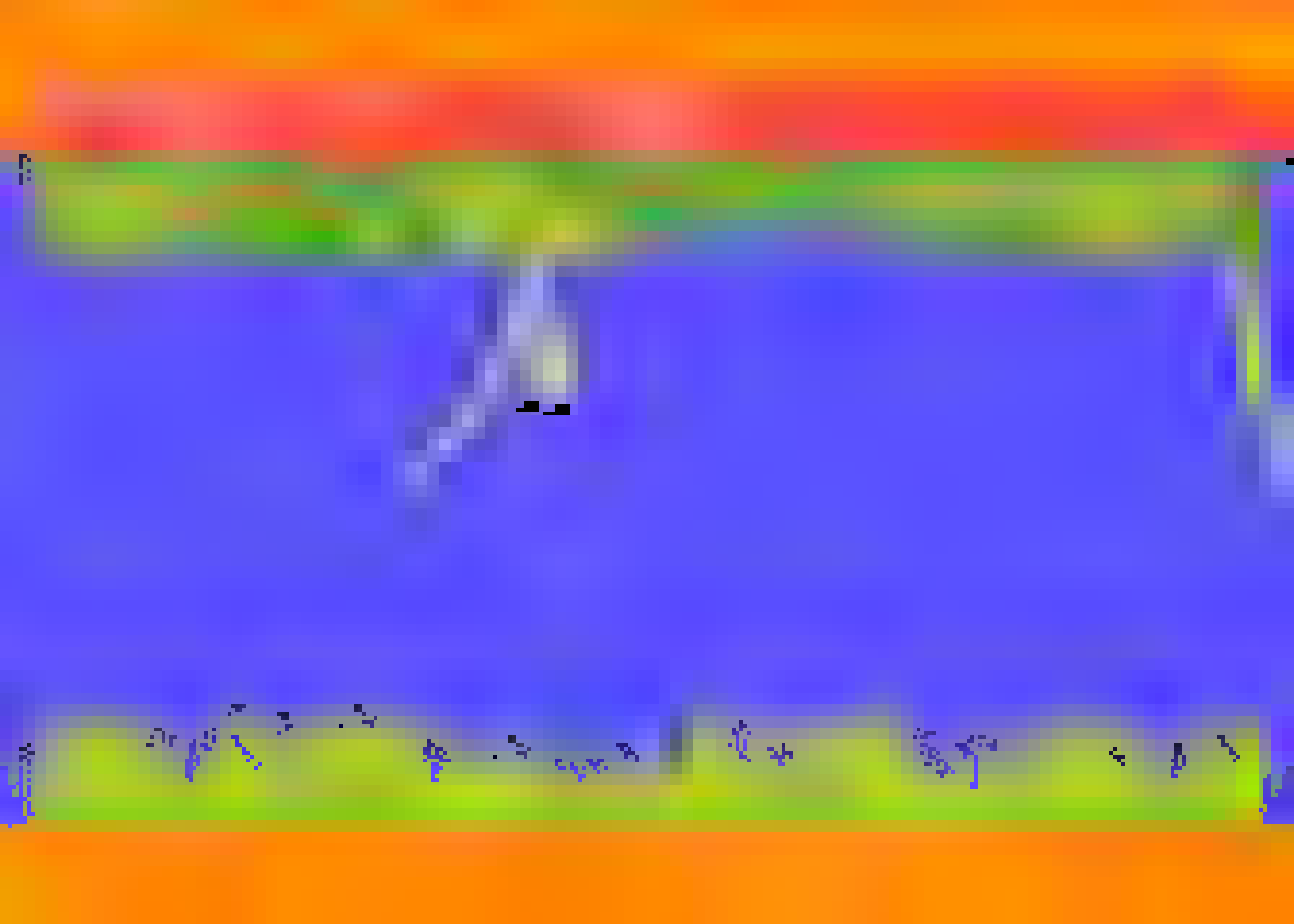
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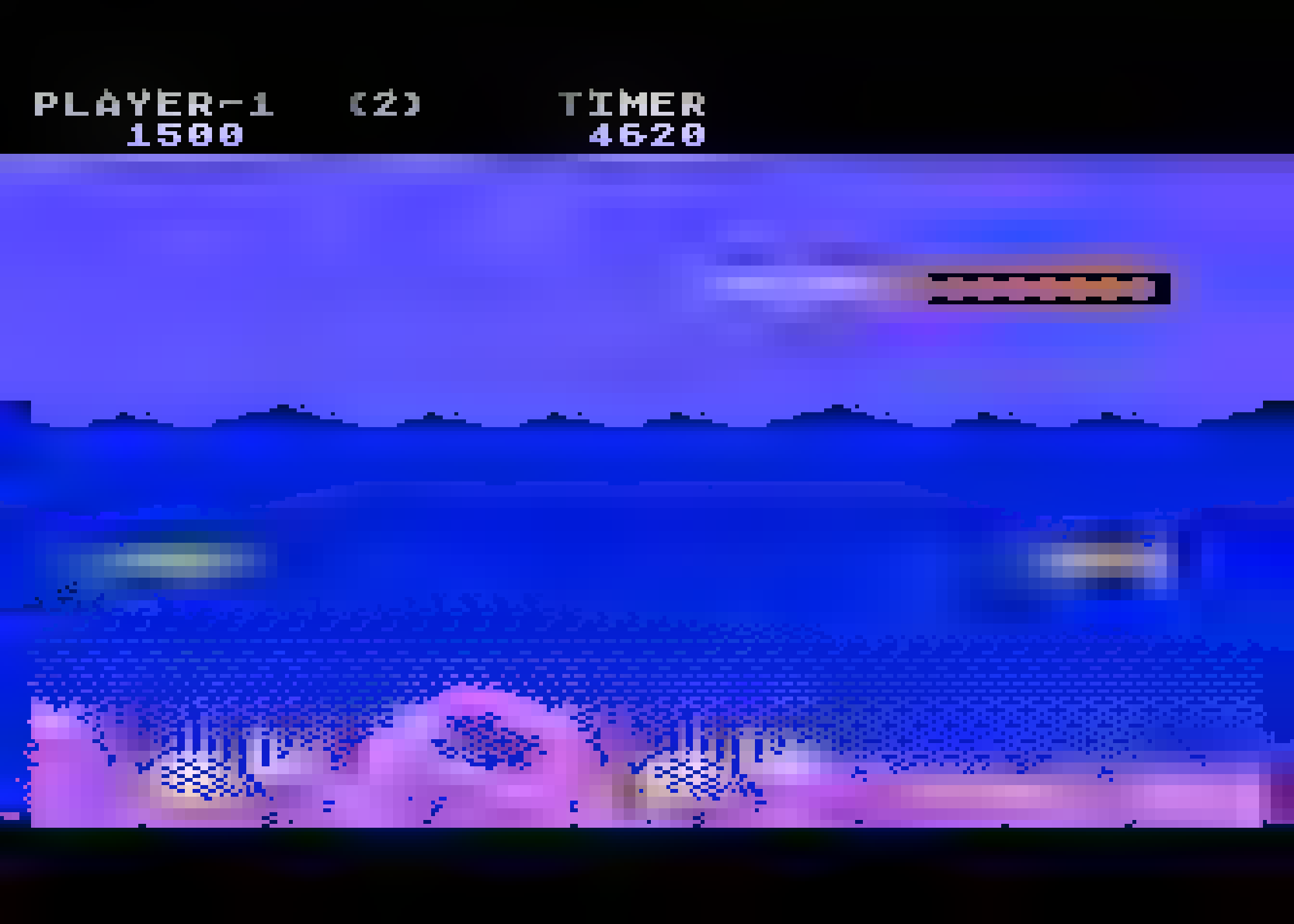


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JUNGLE BOY
THE MATERIAL CONTAINED
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PRESS START TO BEGIN




PLAYER-1 (2) TIMER
1500 4620




Konami's
Up Front
from Datasoft
Programmed by Greg Hjort


119
ACTIVISION
1

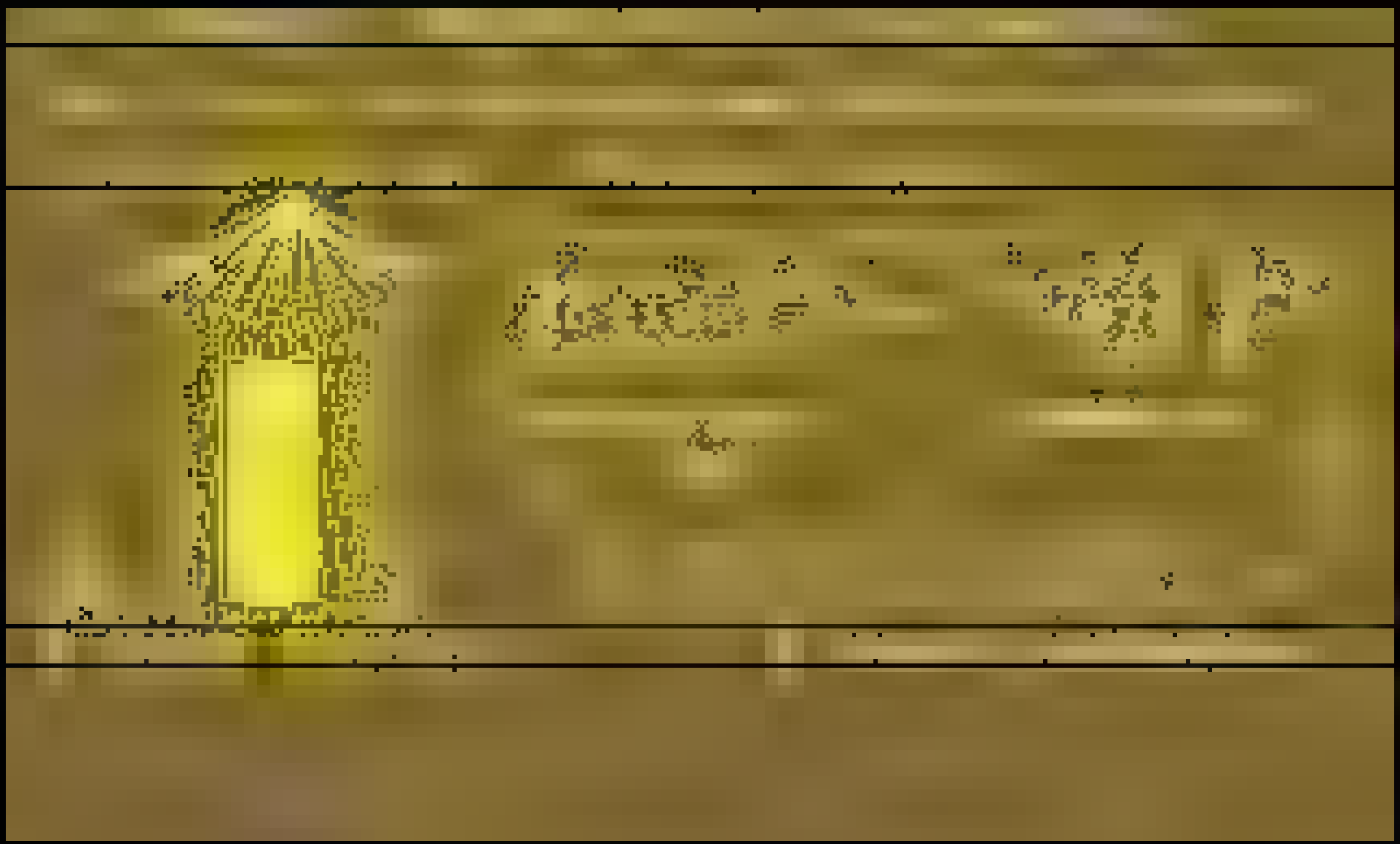


conceived and designe

$$$

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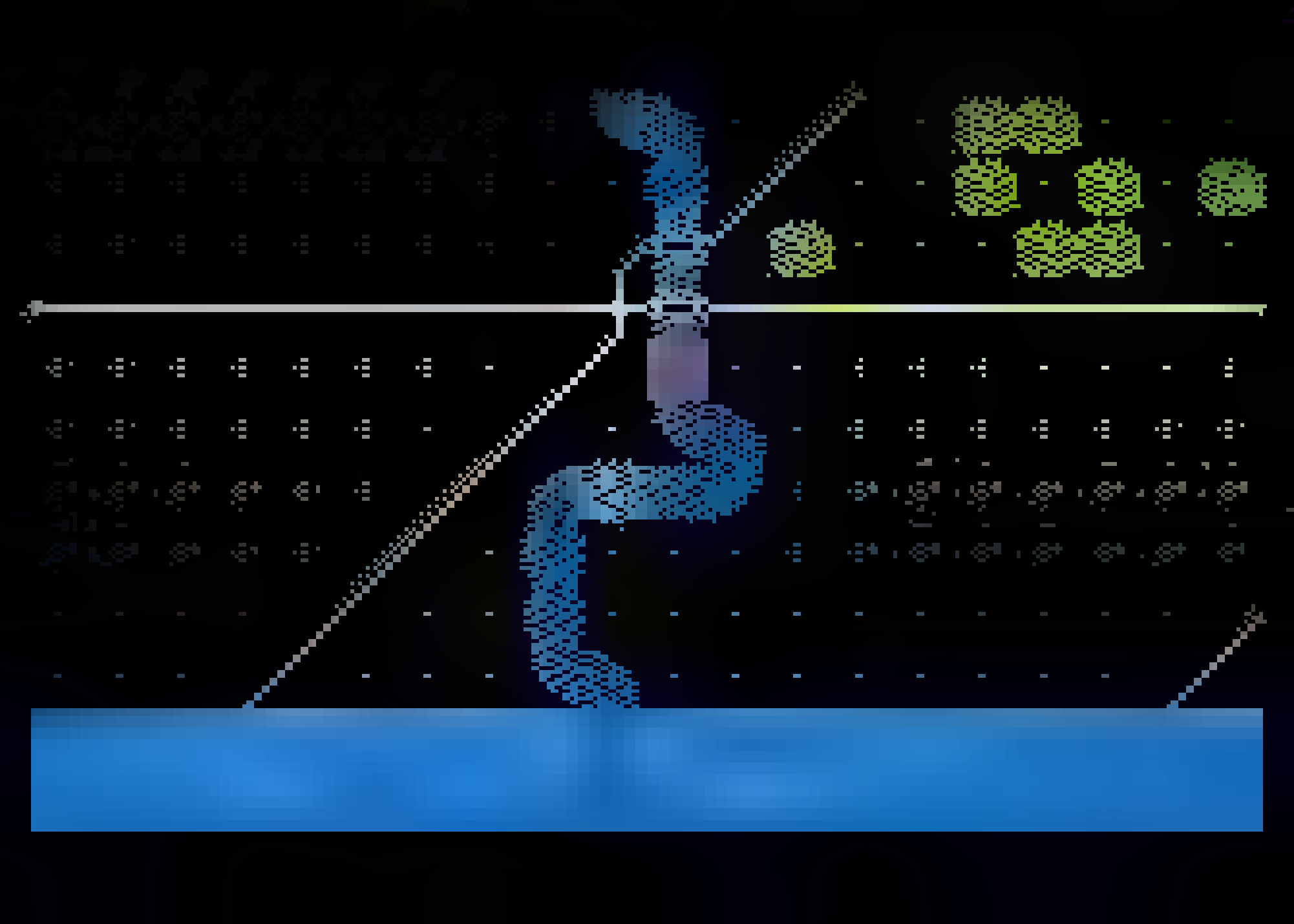


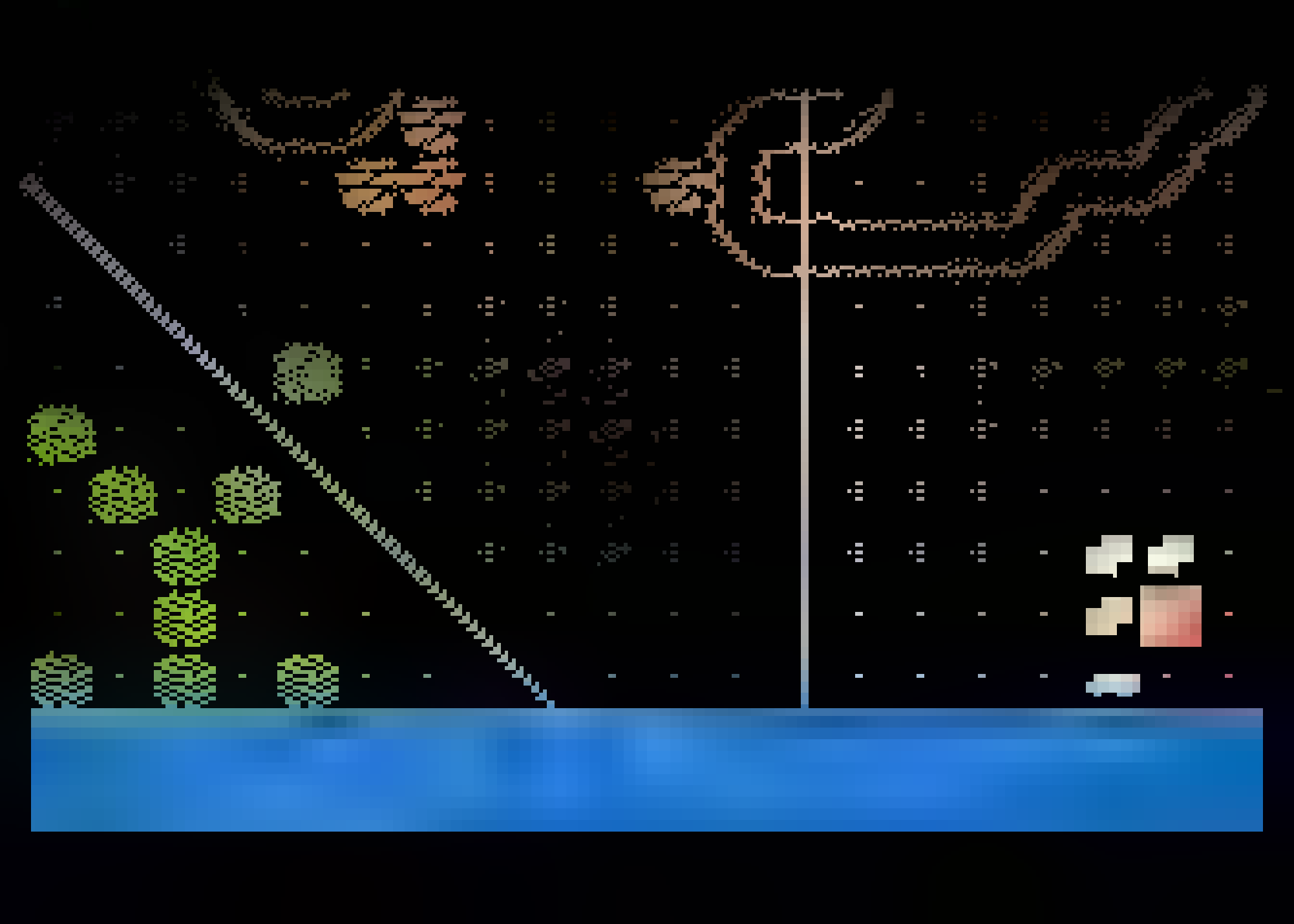
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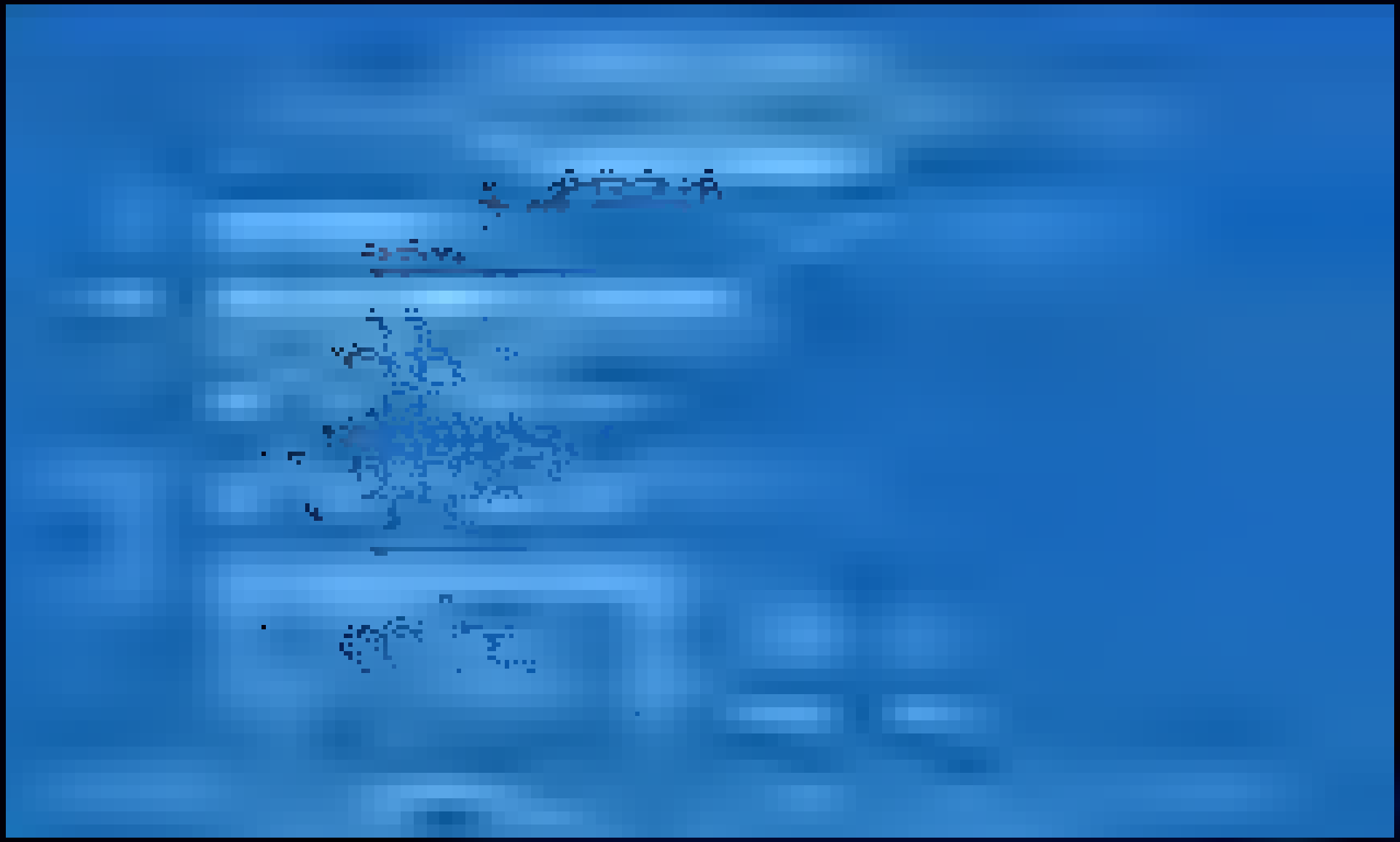


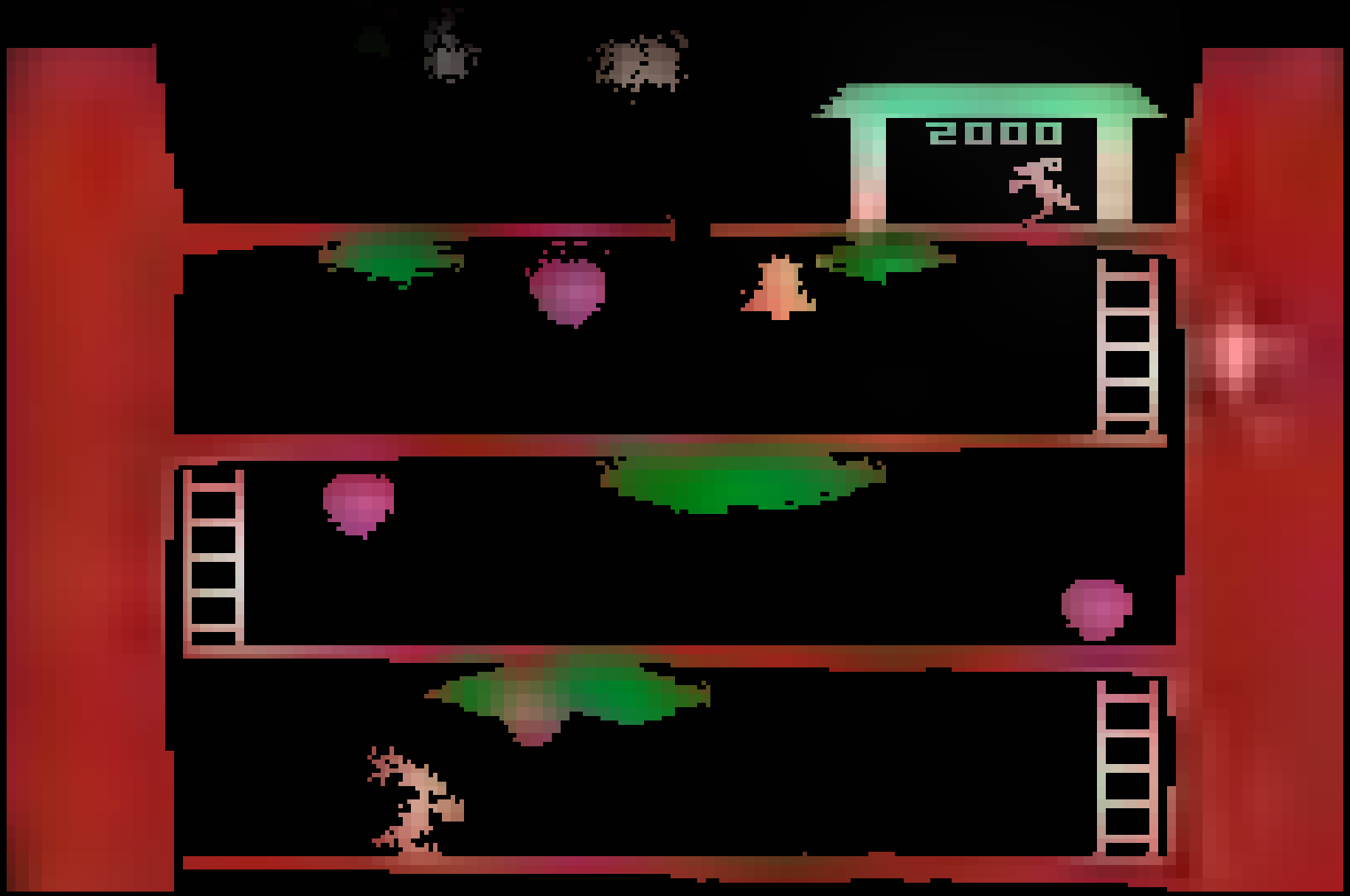
9910 Warendorf / 9780 Lippstadt

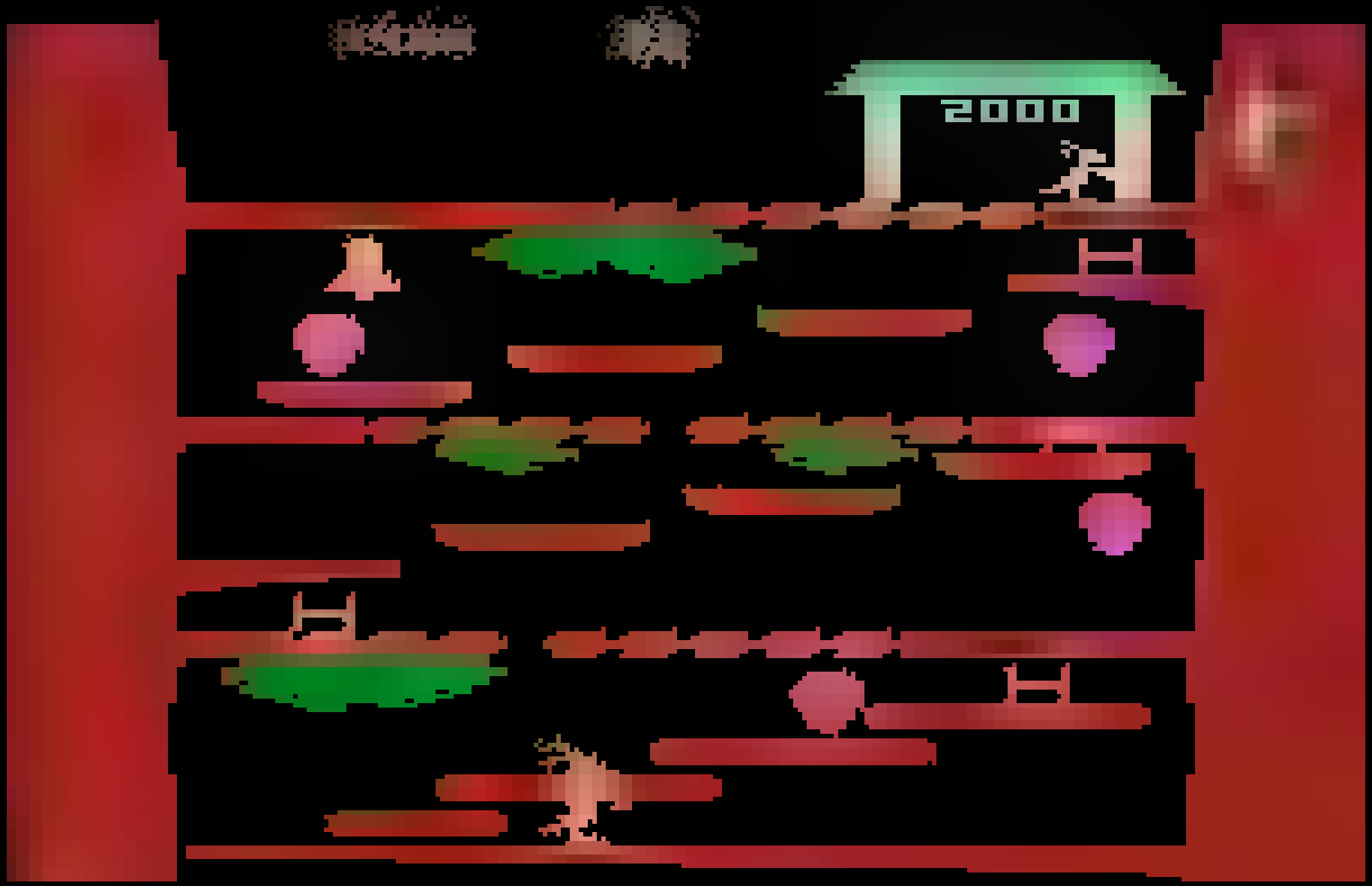

KAISER





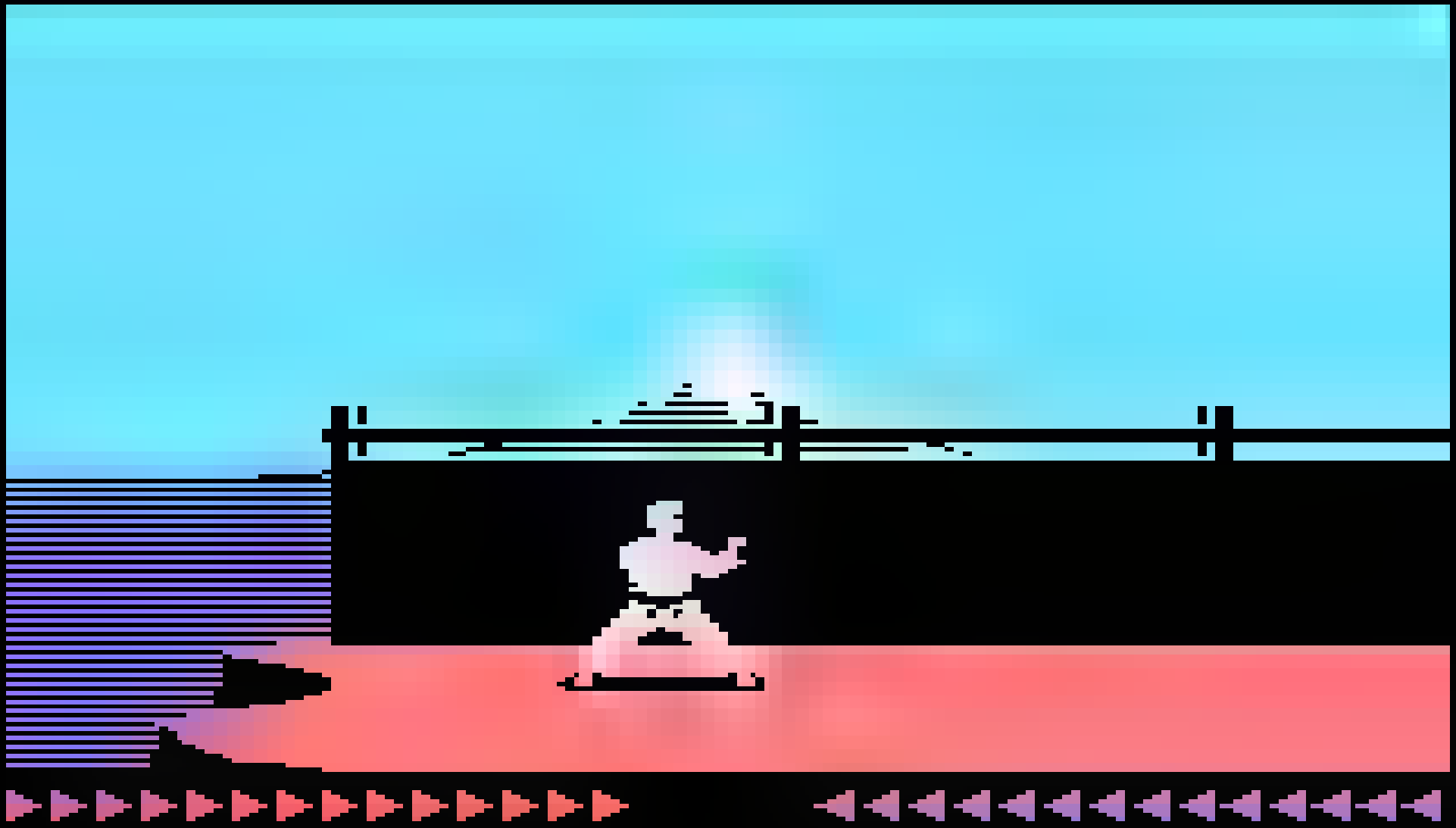



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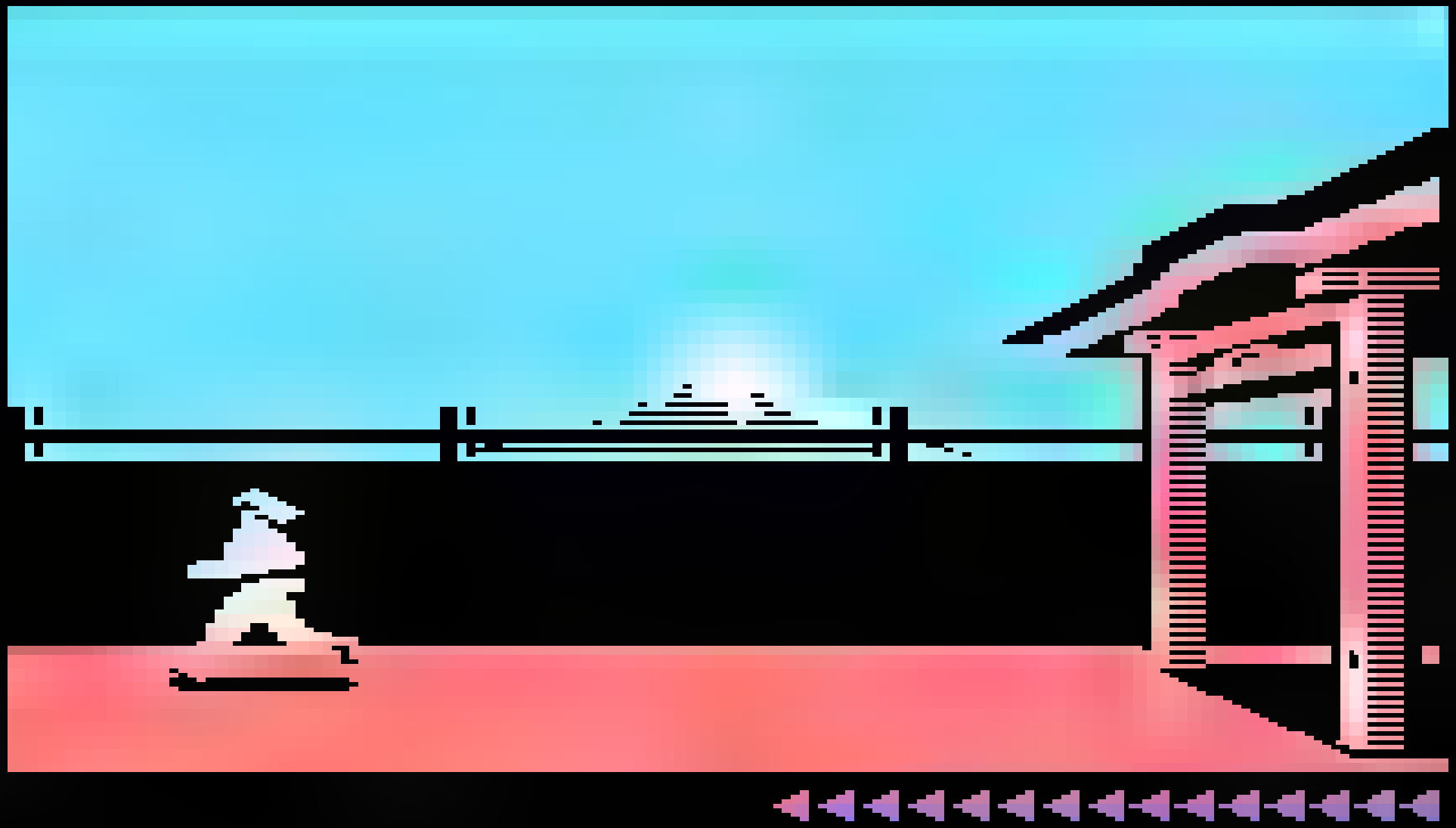

2000

KANGAROO

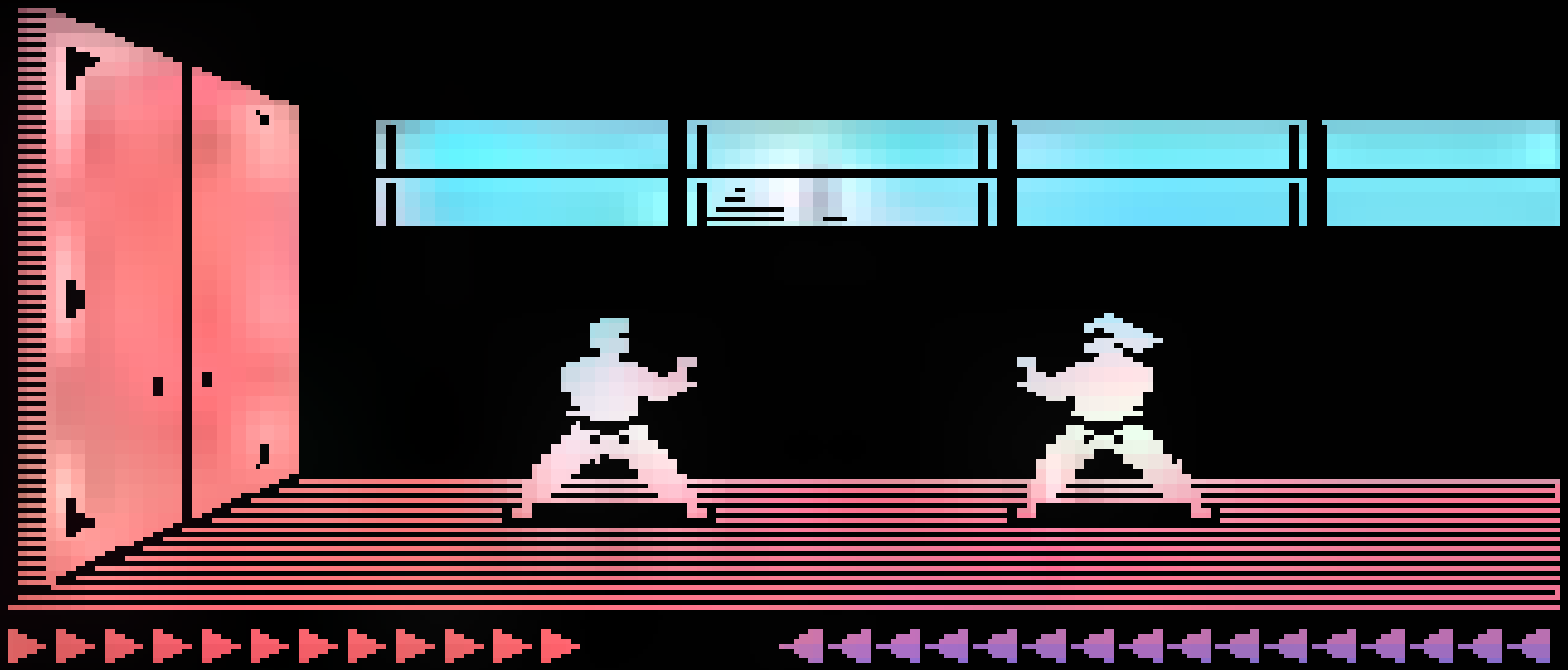










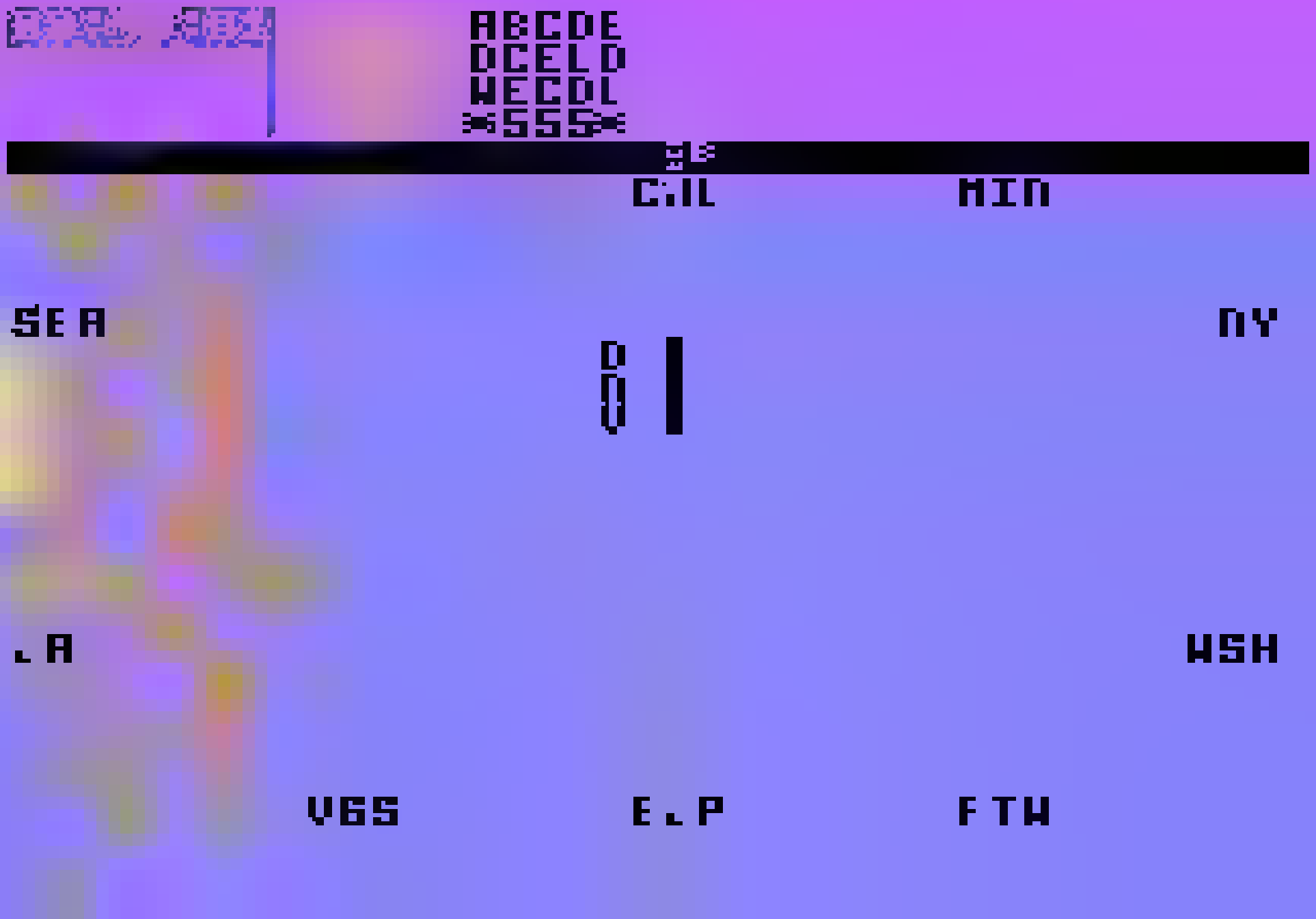


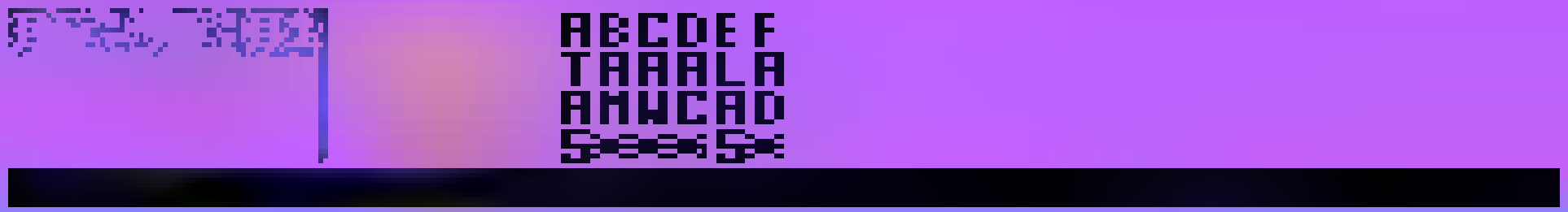
karateka

Copyright 1984, 1985 Jordan Mechner





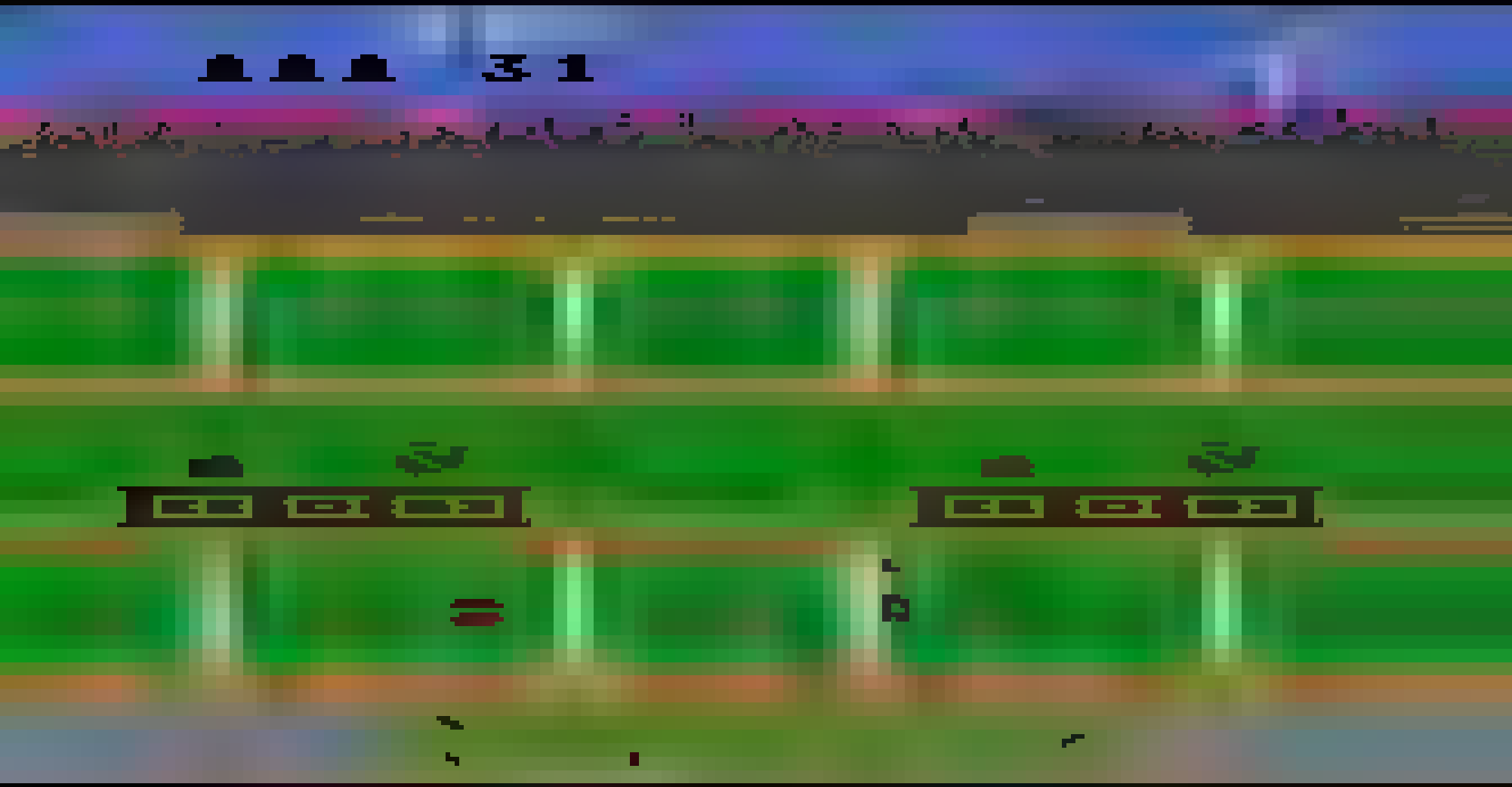

ABCDE
DCELD
WECDL
555
C.IL
MIN
SEA
NY
.A
WSH
VGS
E.P
FTW


WSH
CHI
DAL
ATL
NOR
TIM
MIA


DEMO
PRESS
START
ABCDEF
LABPWC
BMWJBL
555555
MON
DIT
LGA
CHI
JFK
FAR
ATL
WSH


MICROPROSE SOFT
PRESENTS
KENNEDY
APPROACH
BY
ANDY HOLLIS
ATARI TRANSLATION
EDWARD M. HILL, JR.

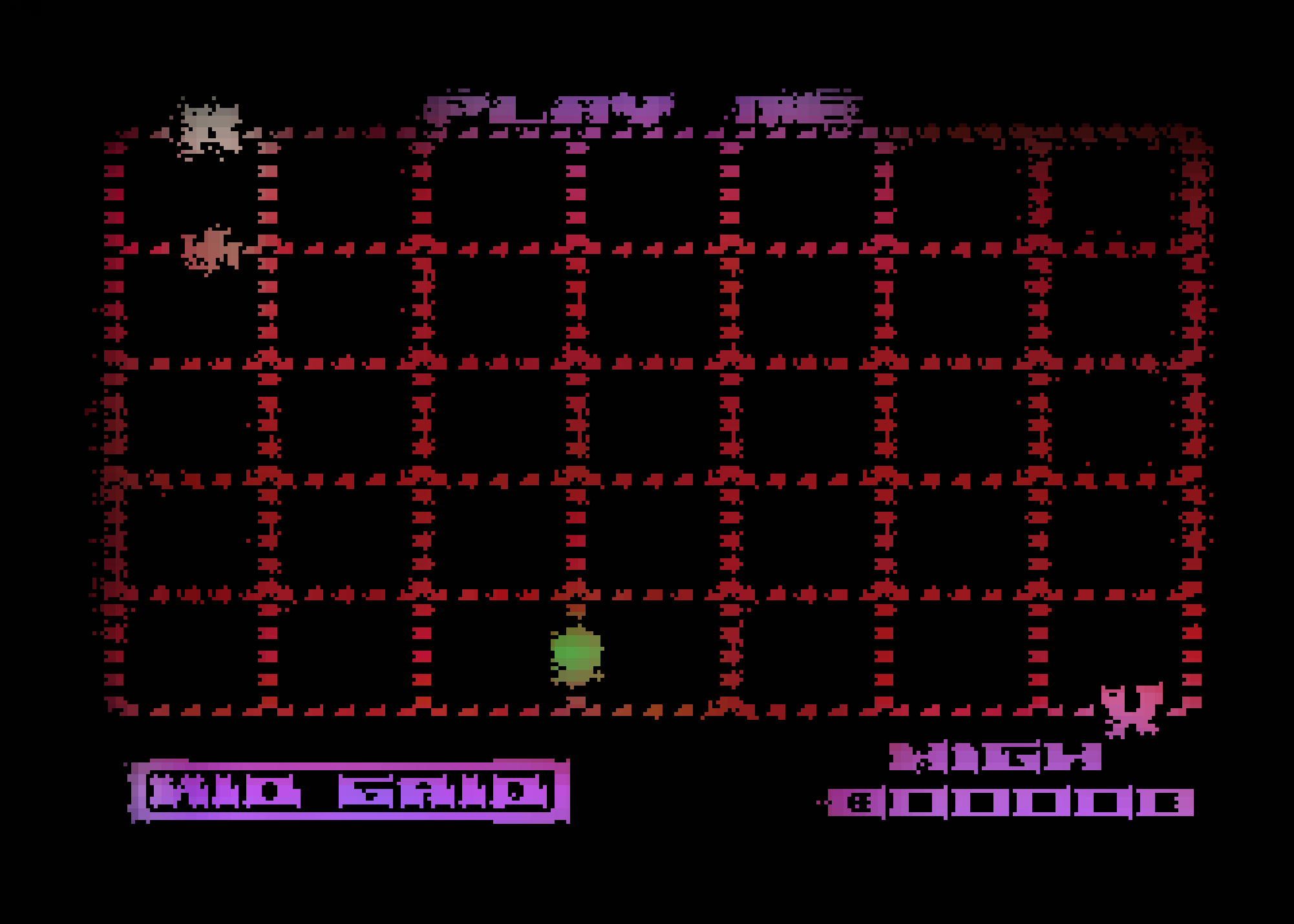

47
ACTIVISION

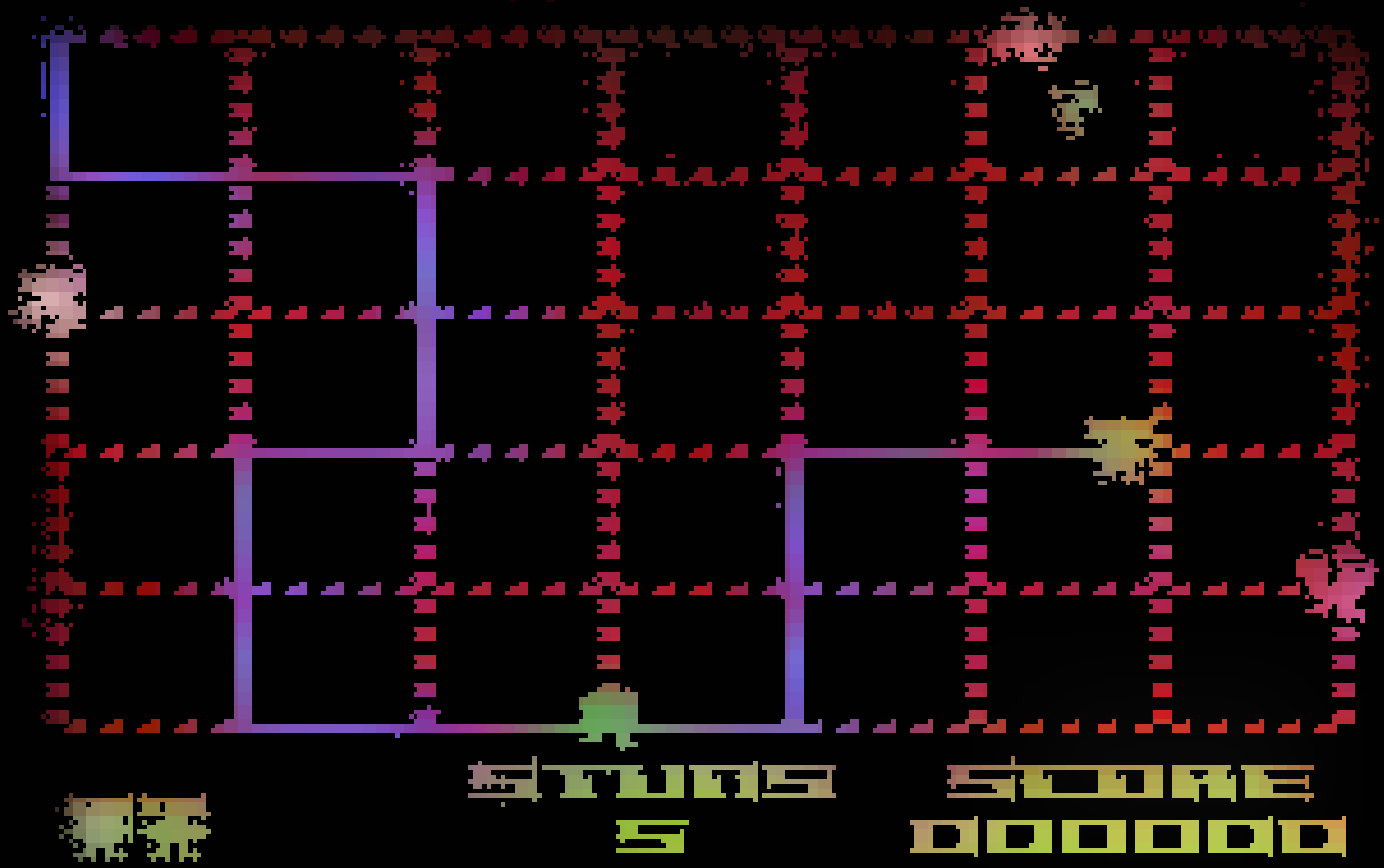

31
ACTIVISION

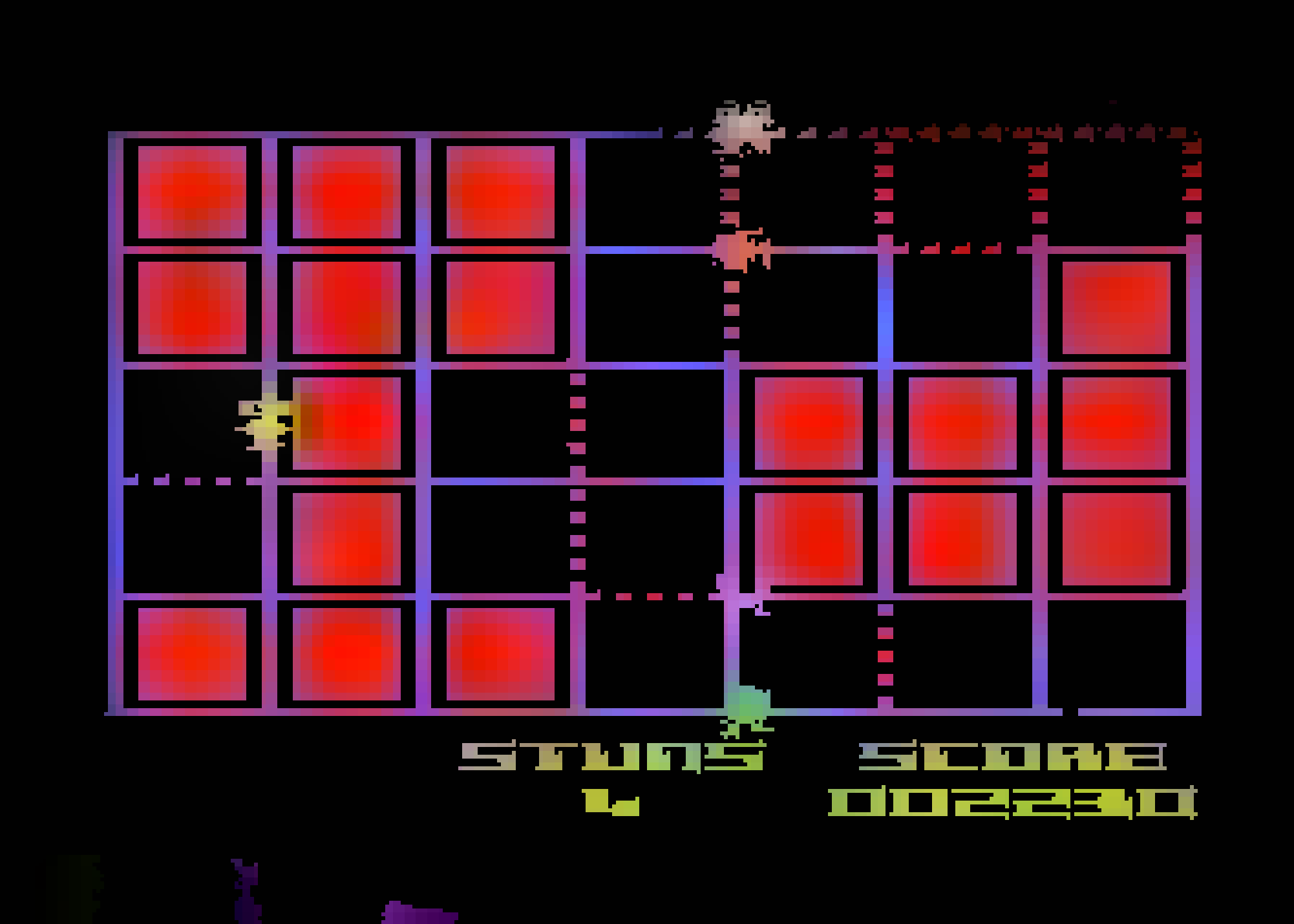

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ACTIVISION

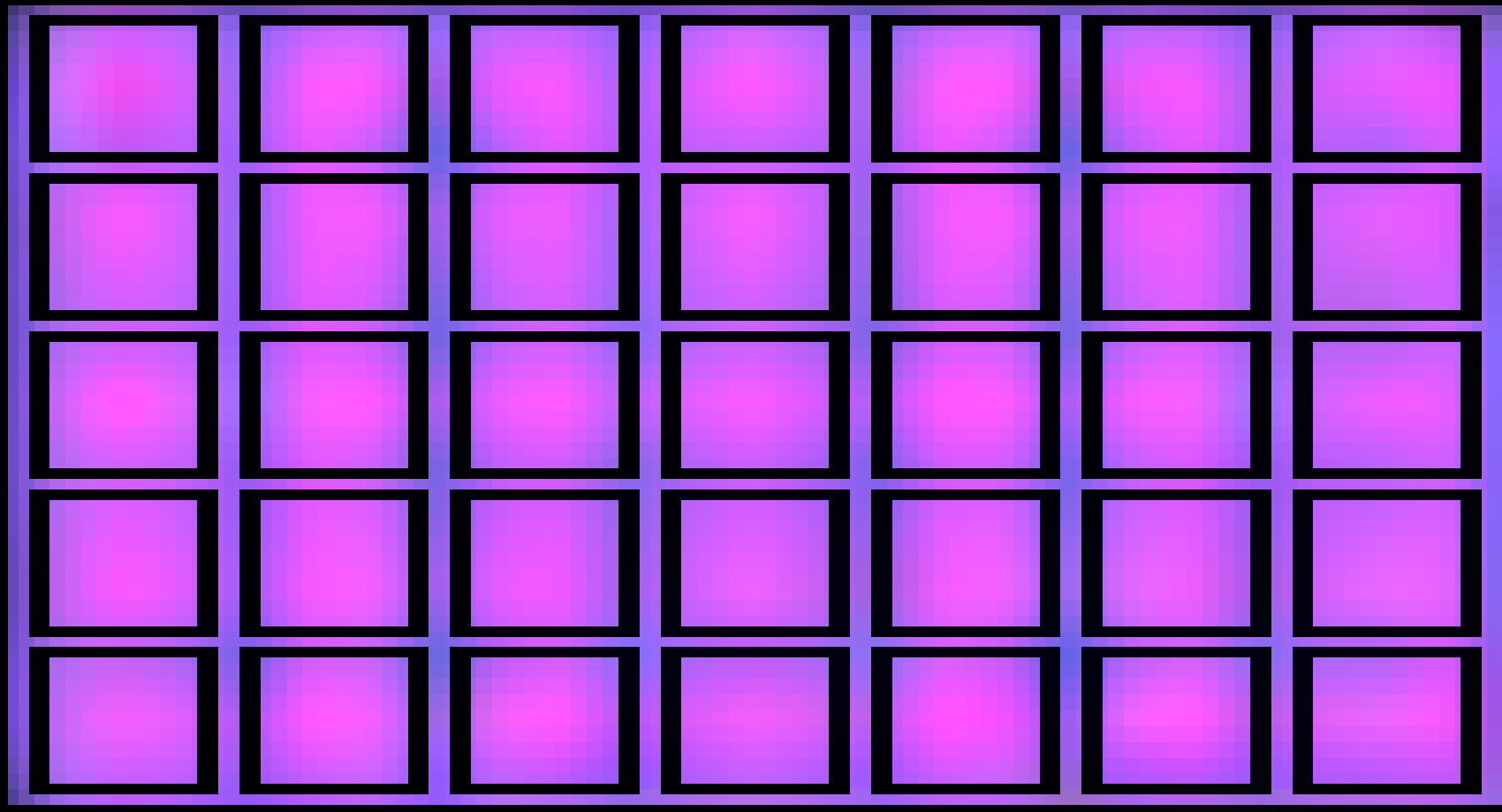


YSTONE KAPERS™ . . . CO


PLAY TIME
MID GRID
HIGH
00000


TURNS
5
SCORE
000000


STUNS
4
SCORE
00230

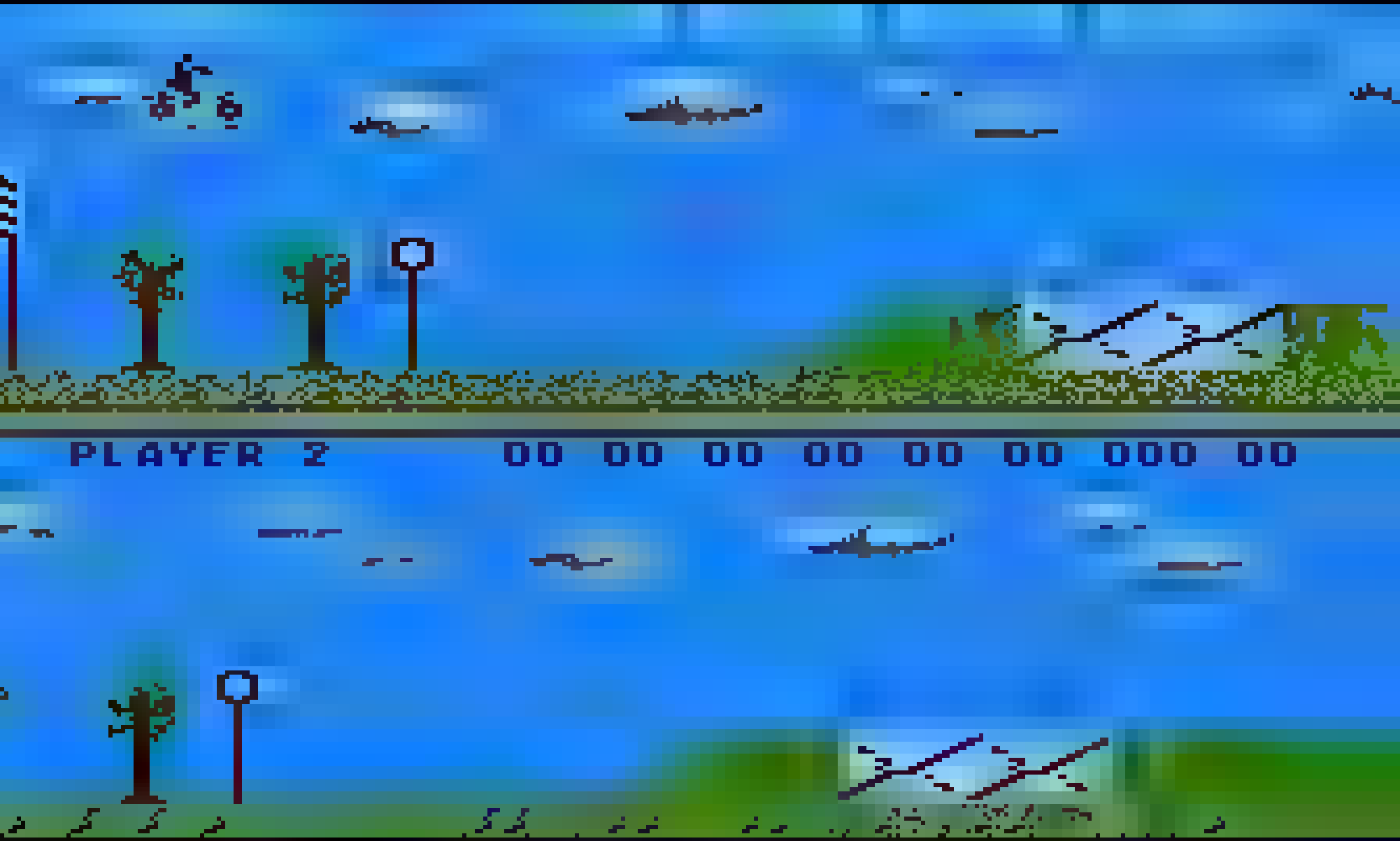


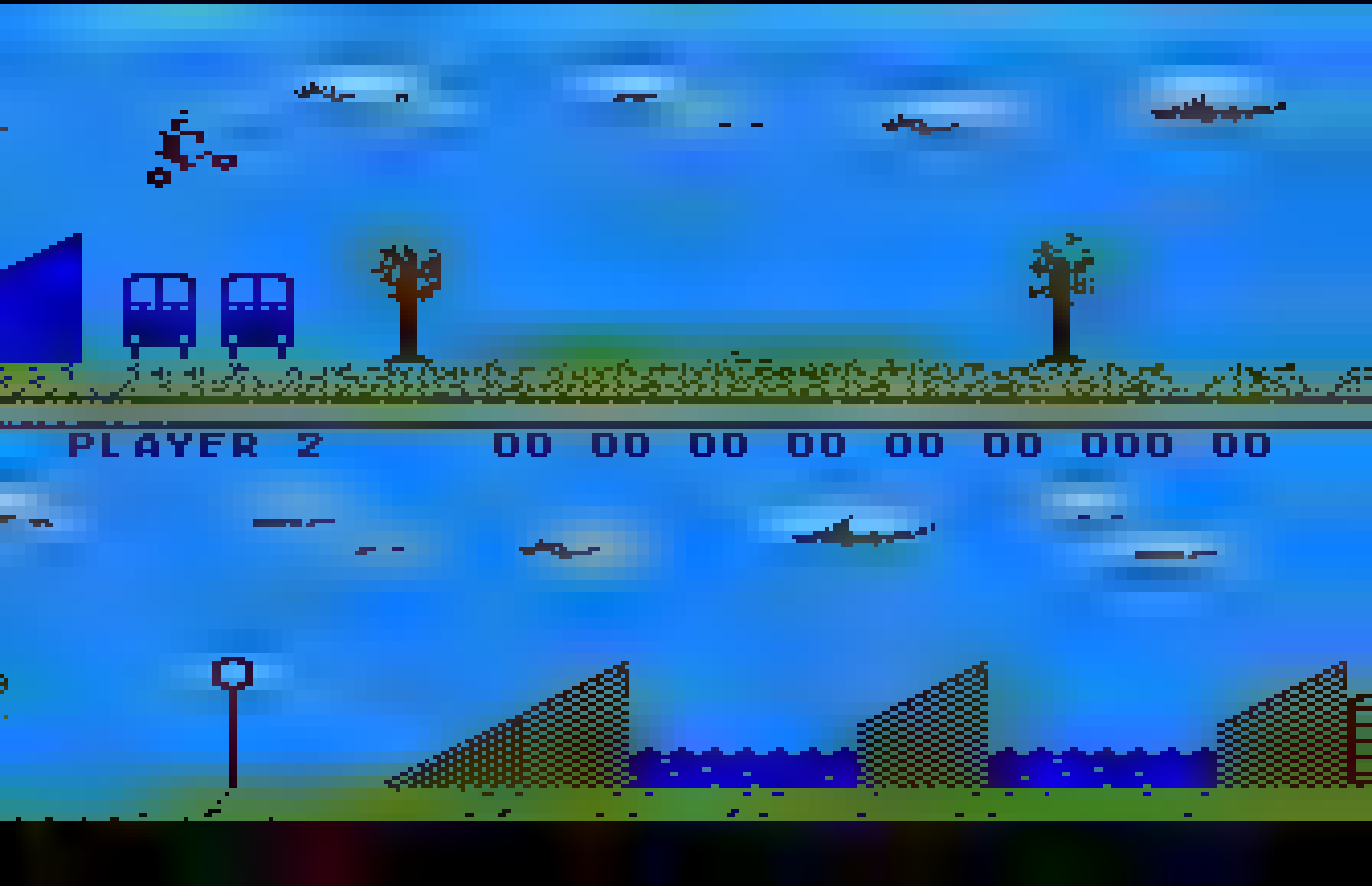
STUNS SCORE

3 003920




PLAYER 2 00 00 00 00 00 00 000 00


PLAYER 2
00 00 00 00 00 00 000 00

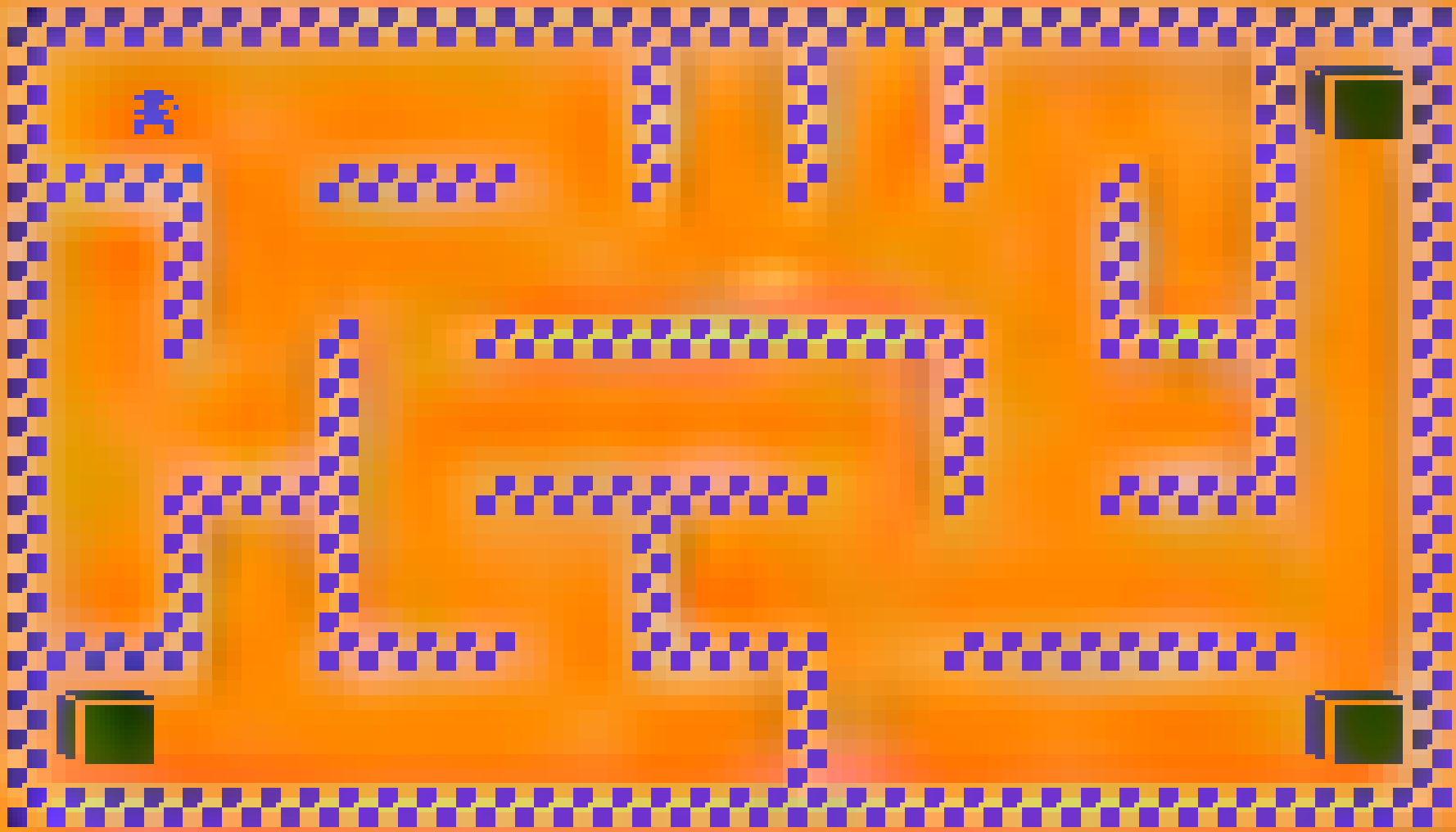

PLAYER 2
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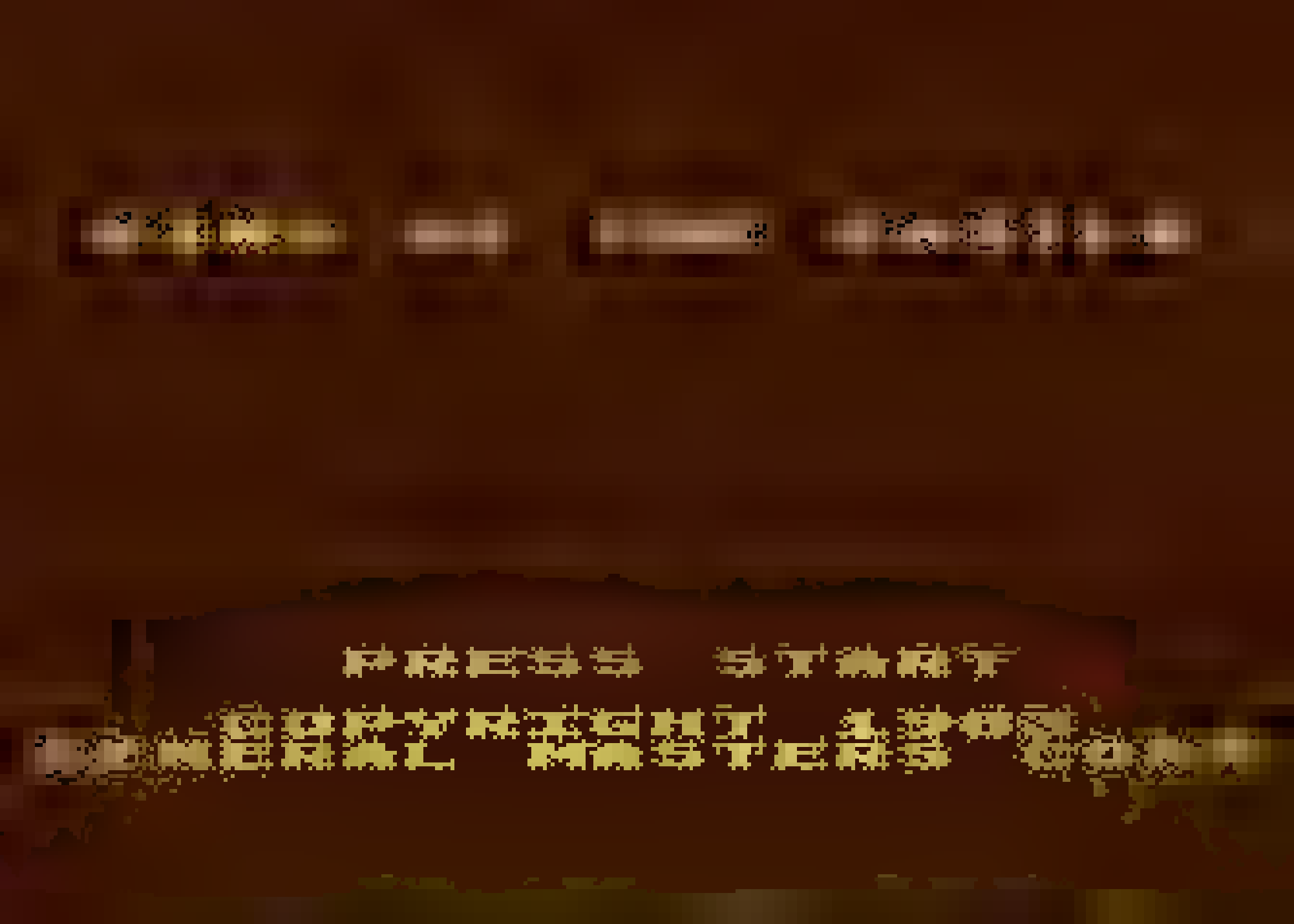
KIK-START

TERTRONIC AND SCULPTURED SOFTWARE

POS	NAME	1ST		2ND		3RD		TOTAL	
(1)	HAL	25	14	27	22	23	50	075	86
(2)	PETER	30	32	24	46	26	14	080	92
(3)	SOUT	32	14	26	42	33	48	092	04
(4)	GUIDO	45	16	36	58	38	42	120	16
(5)	BRYAN	51	23	49	15	34	72	135	10

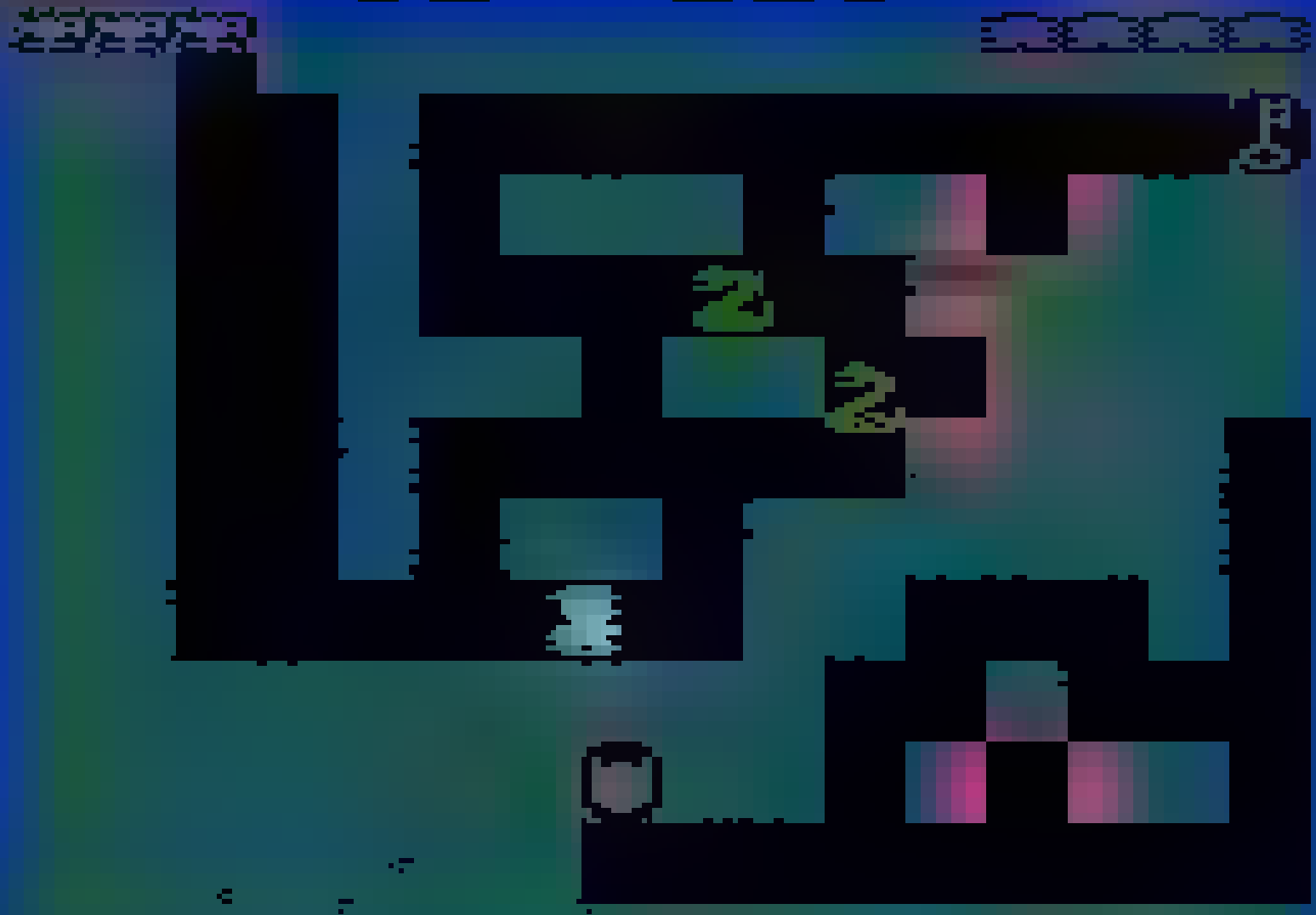
ONE PLAYER




PRESS START
BUTTON

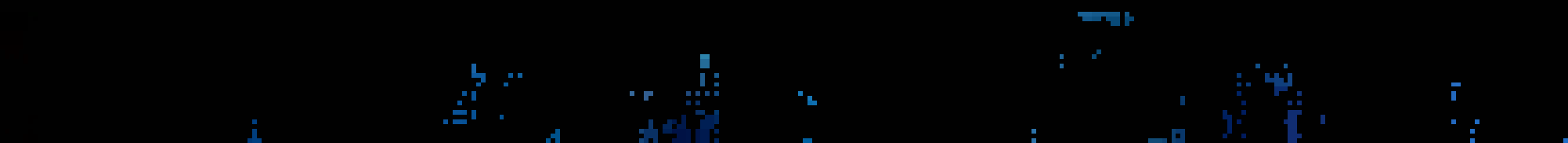
PLAYER 1 STAGE TIME SHIELD SP

01 118 3



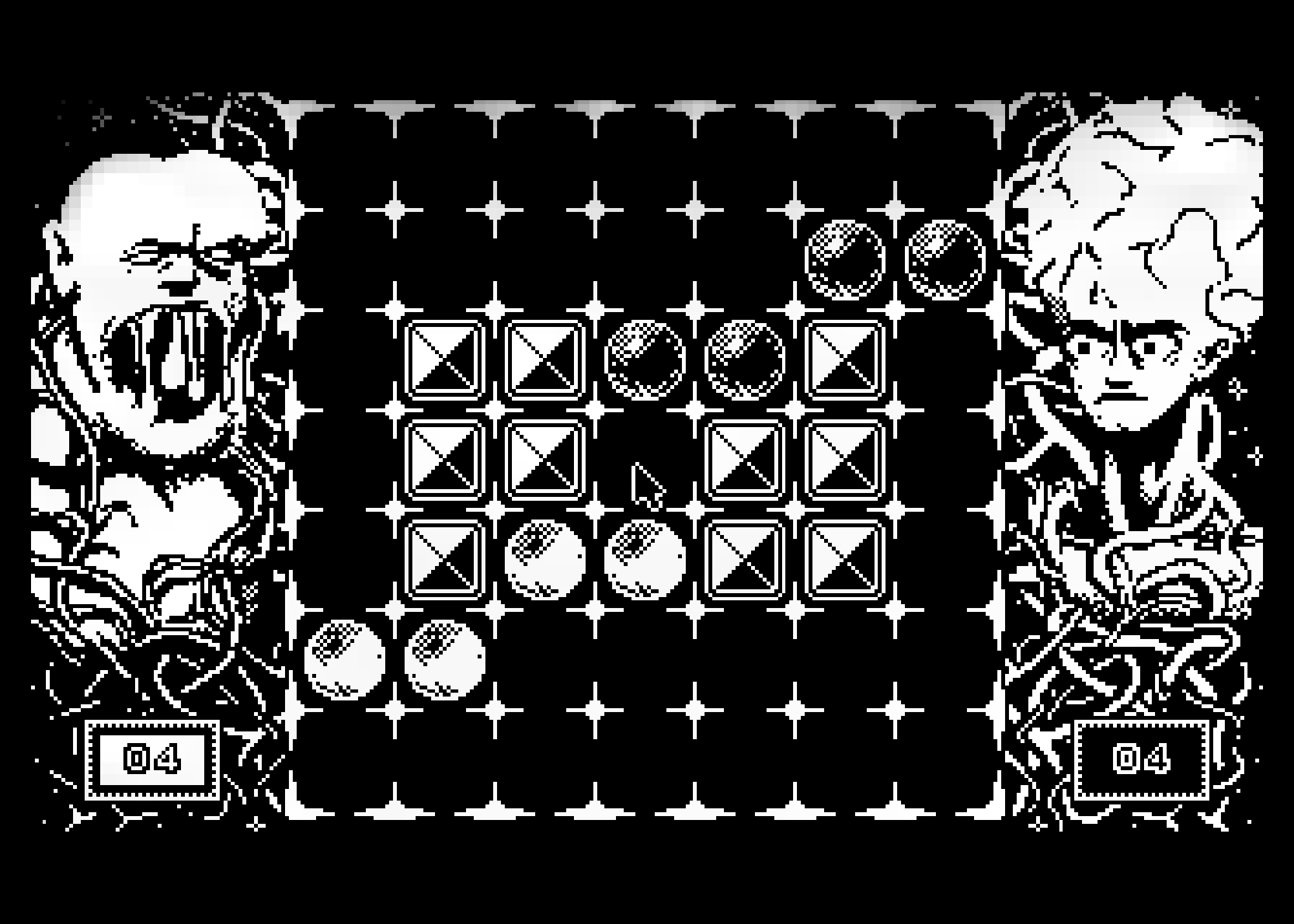
KING TUTS TOMB

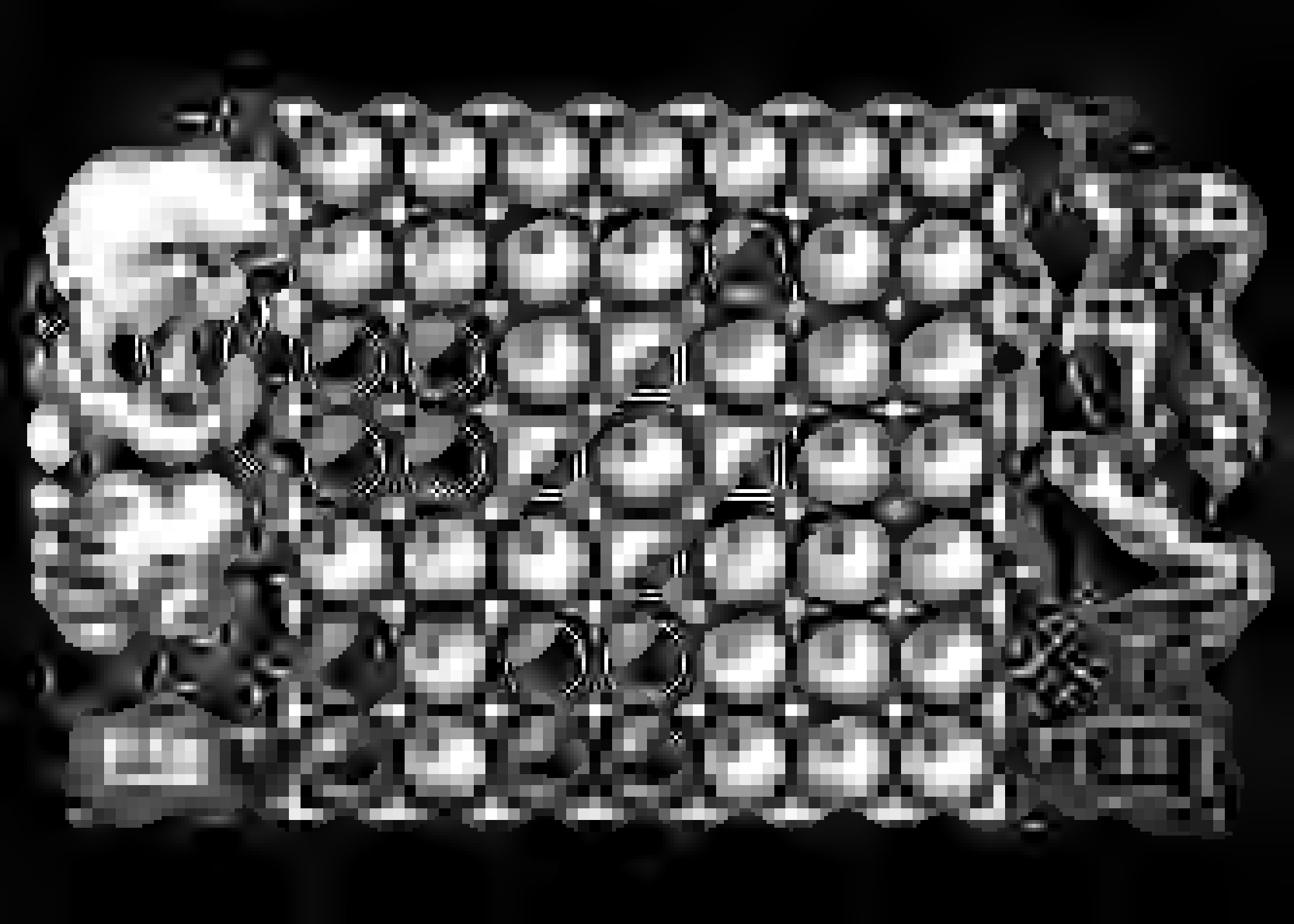
BY
WACMAN








04
04



KLONOA

ARSOFT CORPORATION
PRZEDSTAWIA GRĘ
KLONY

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NAMCO
CORPORATION

KNICKER-BOCKERS

by
Kirk Chaney

PRESS OPTION FOR
KEYBOARD CONTROL
PRESS SELECT FOR
DIFFICULTY LEVEL

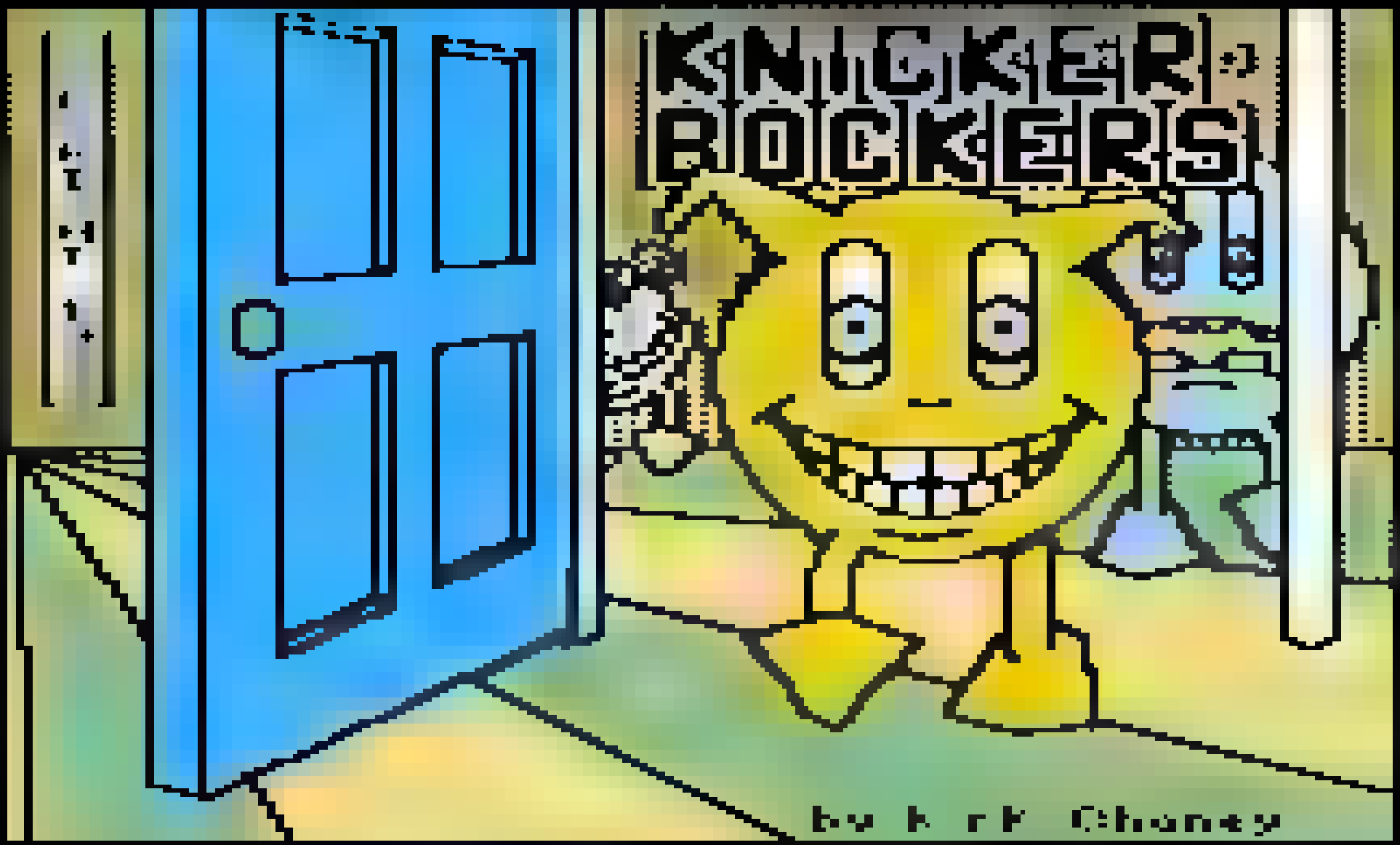


PRESS START FOR
JOYSTICK CONTROL

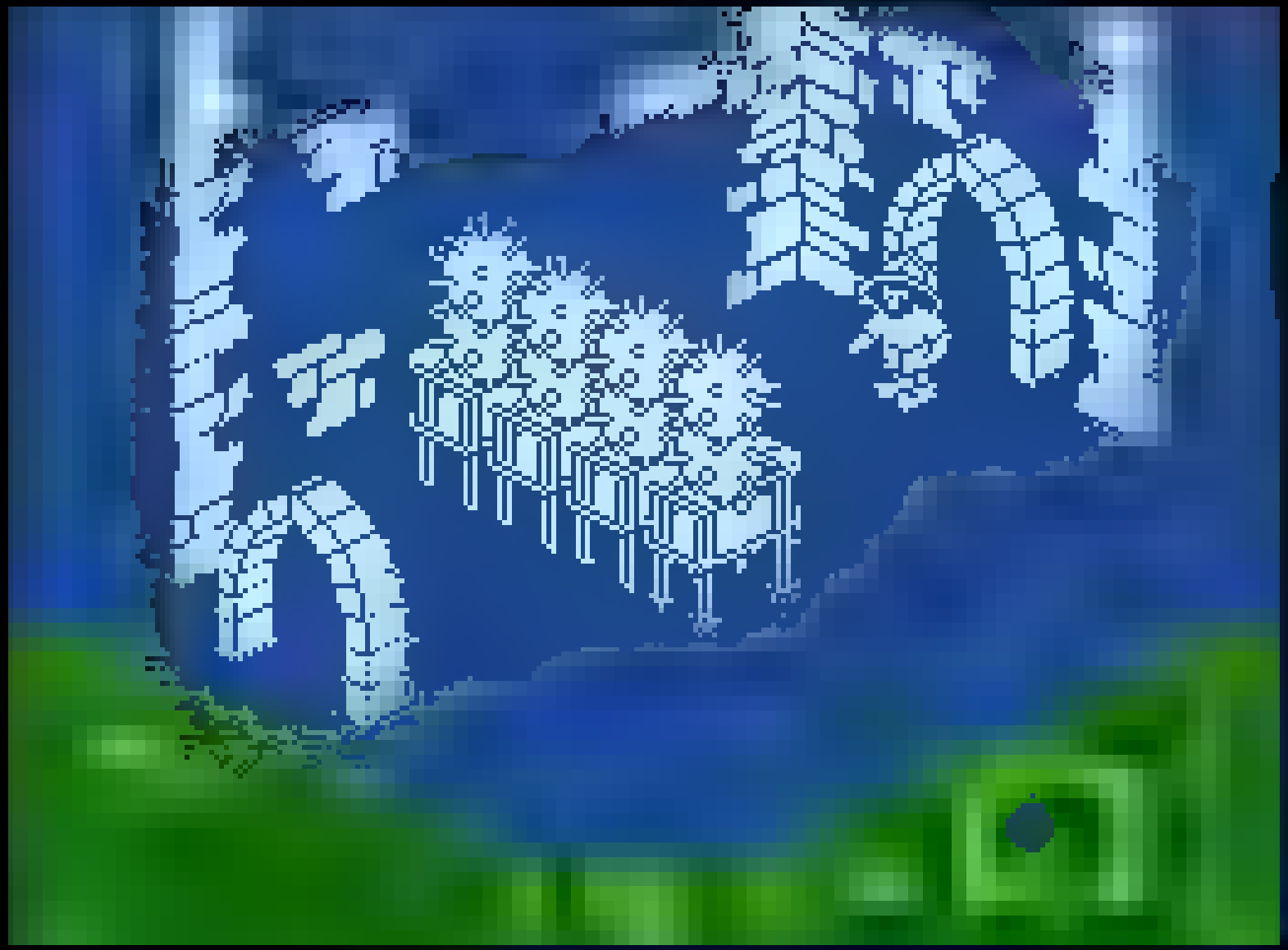
1988, T.D.G. SOFT

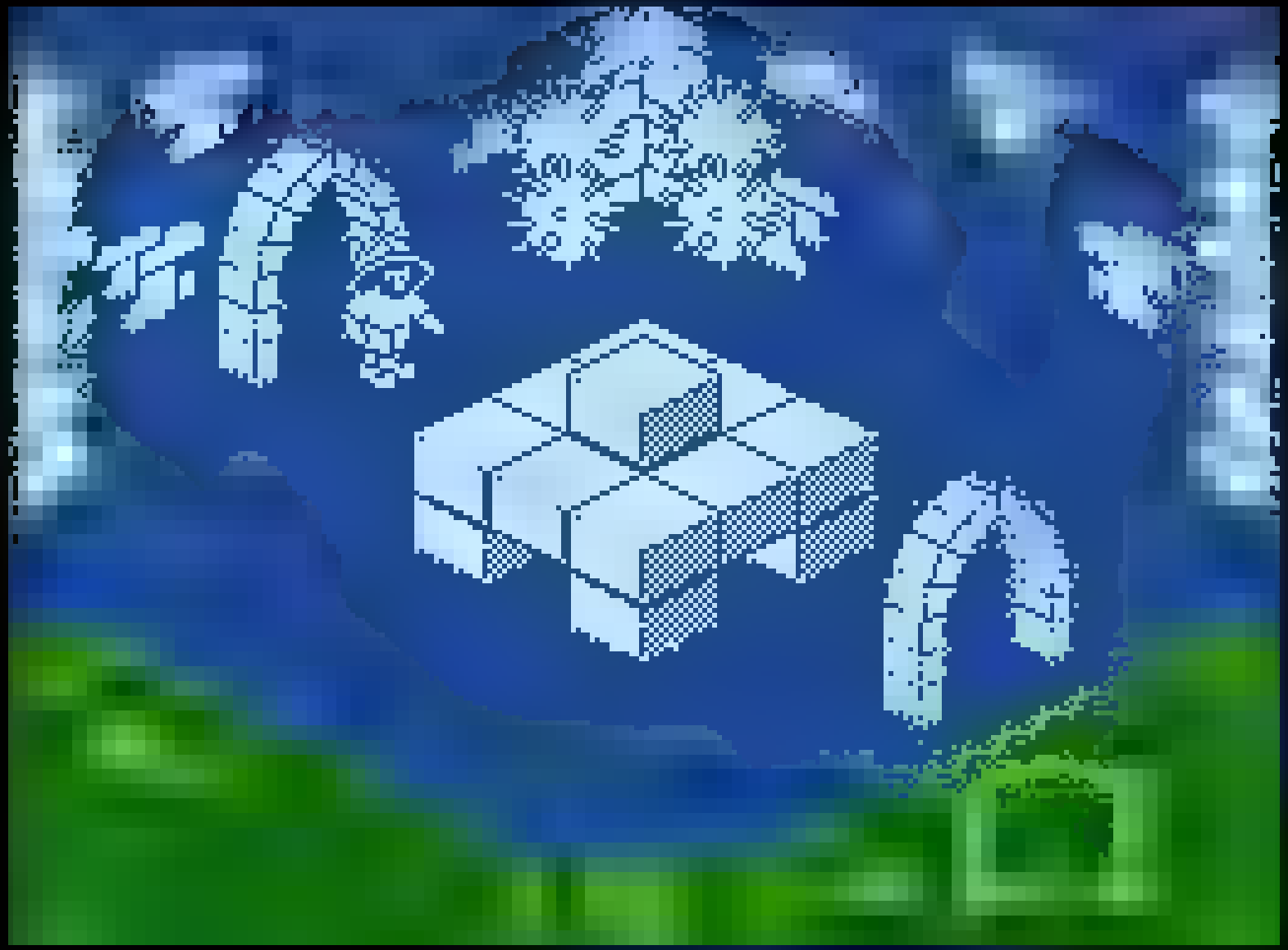

SCORE: 00000050
BLOCKS: 04
TIME: 1:46


SCORE: 00000350
BLOCKS: 07
TIME: 1:50


KNICKER-
ROCKERS












PRESS FIRE



CONSTRUCTION
PRODUCTION
RESEARCH
EXPLORATION
AGRICULTURE
WAREHOUSE
CREW
ARMY
BUILDINGS
ENERGY
EXTRACTION
TRADE
NEXT TURN

EXPLORATION

0% AREA EXPLORED

COMPOSITION	BASE	EXP. TEAM
→ COLONISTS	20	0
SCIENTISTS	5	0
EXPEDITION TIME		0

GOVERNOR: FANDAL
DATE: 2106.1
TIME: 00:00
MONEY: 49700¢


AMERICA

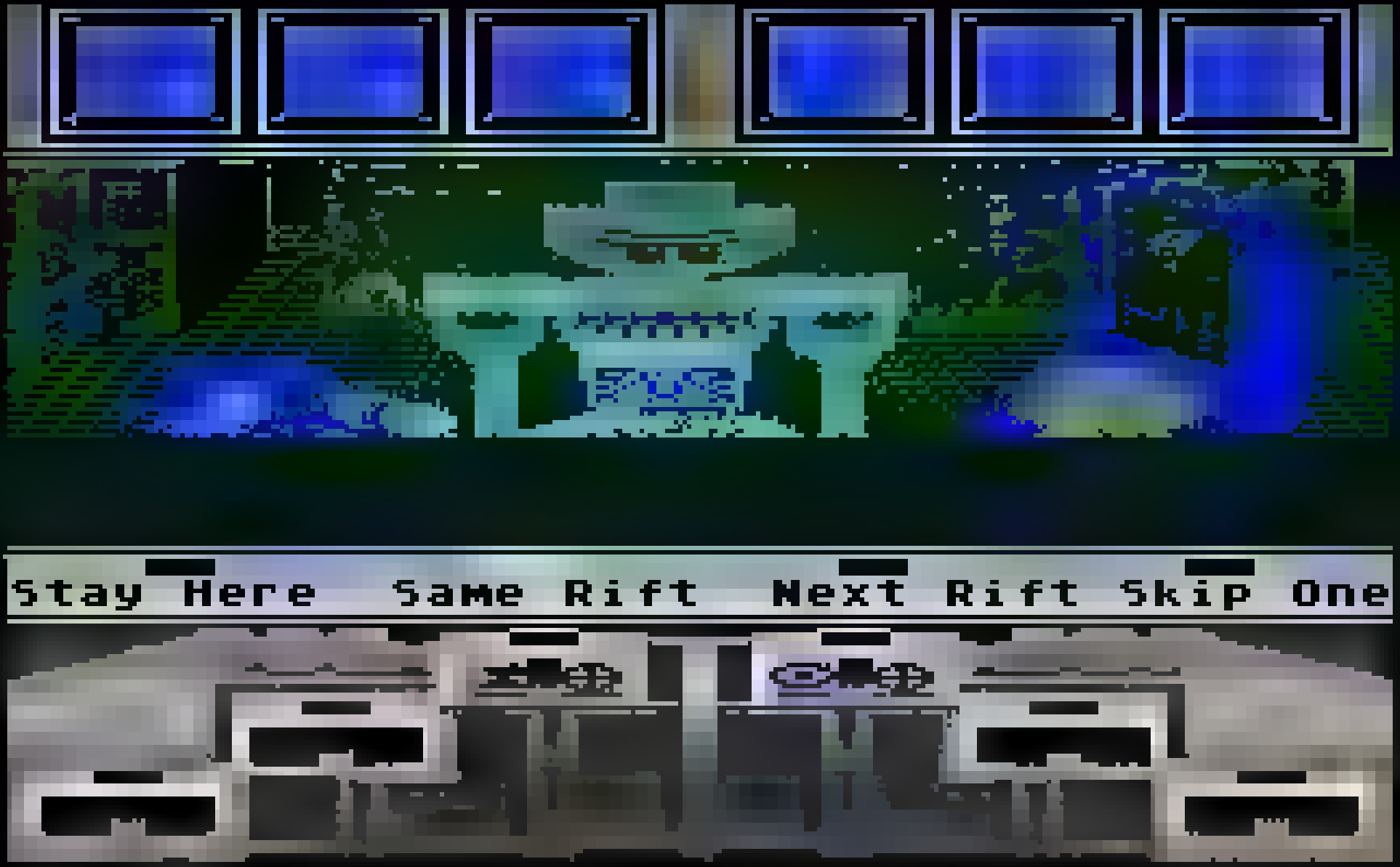

Call Ship Loot Hulk

KORONIS RIFT

PUSH FIRE BUTTON




Danger! Guardian Saucers Approaching


Stay Here
Same Rift
Next Rift
Skip One


KORONIS
RIFT
ALL RIGHTS RESERVED





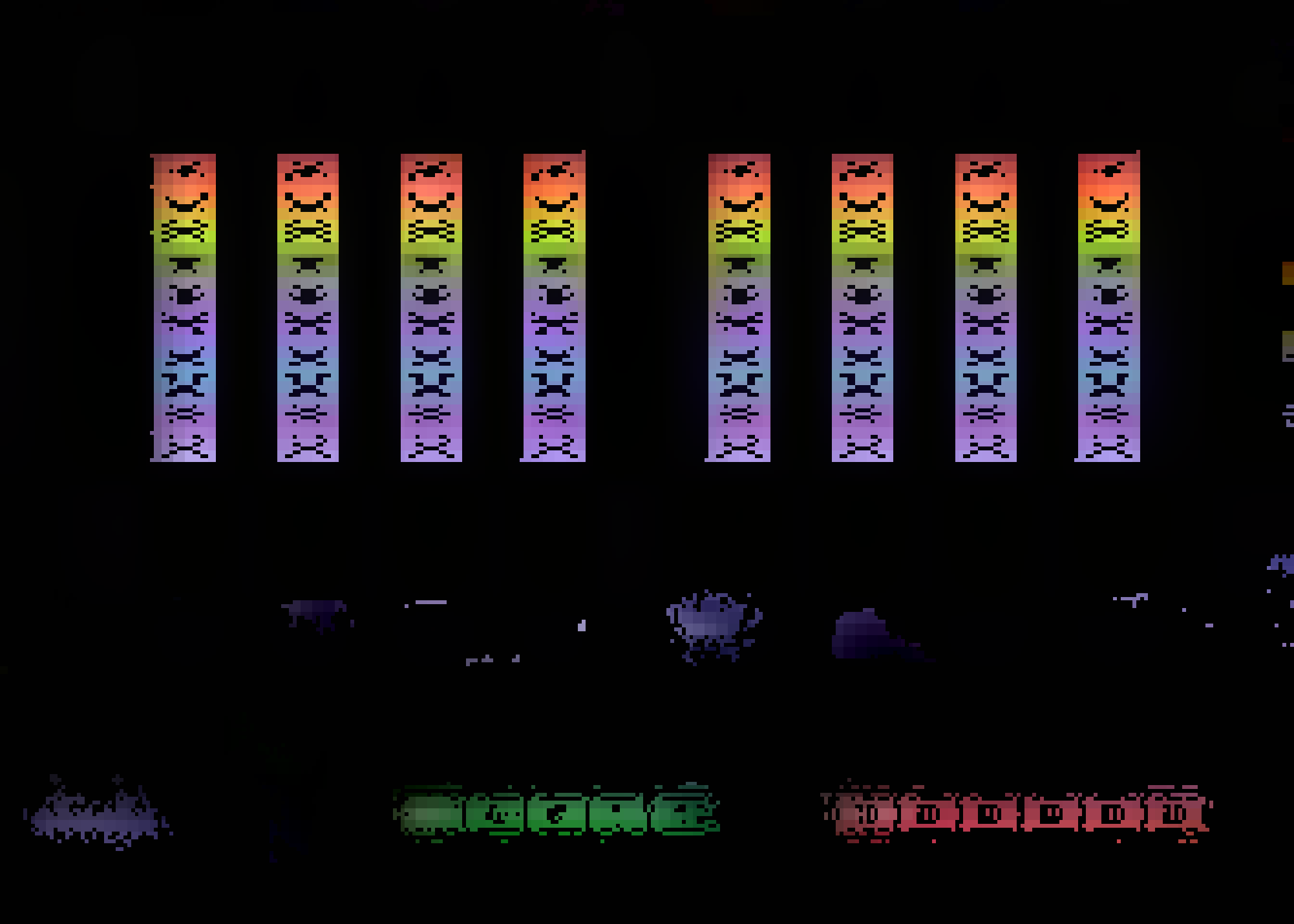
K-RAZY ANTIKS

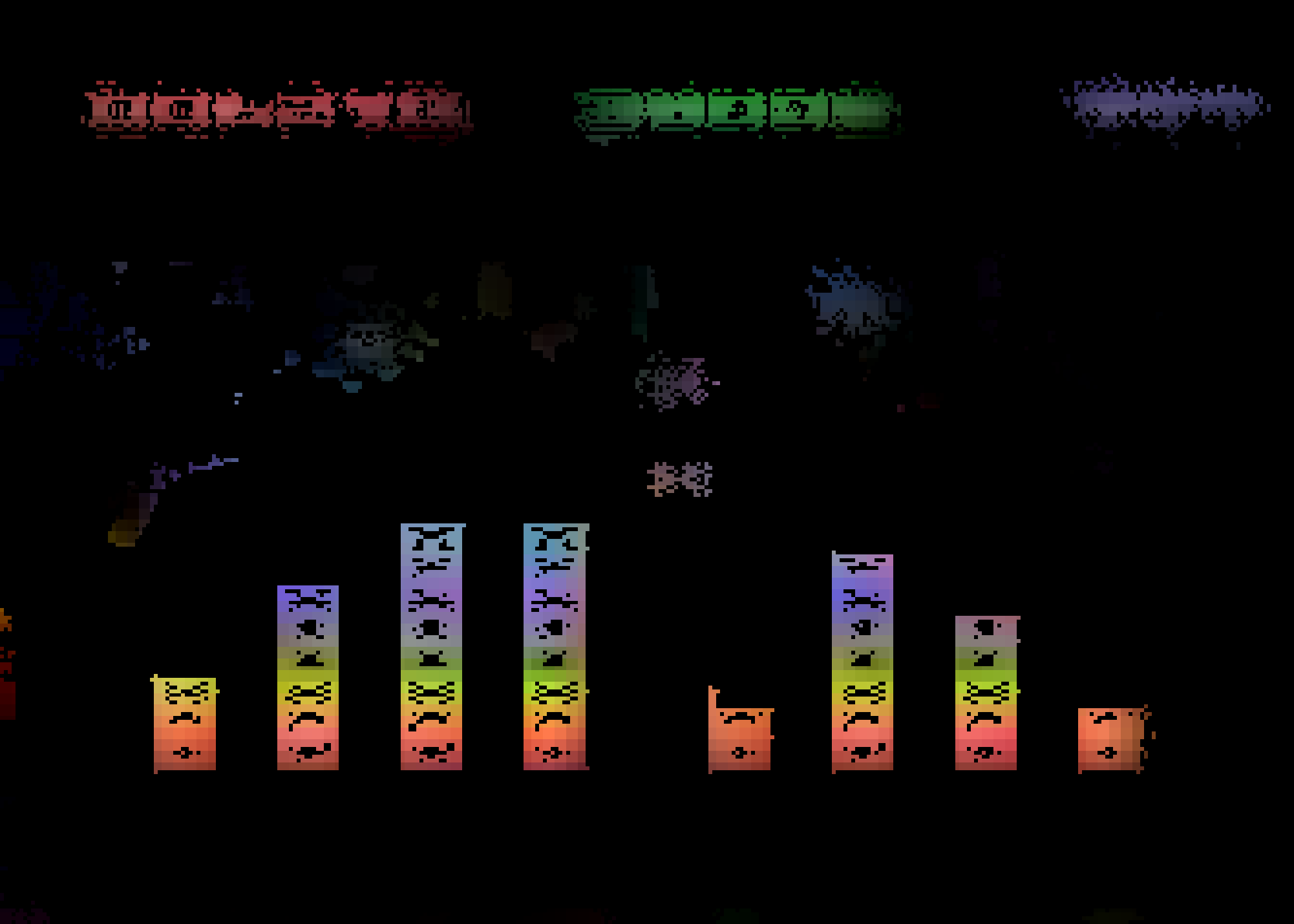
BY

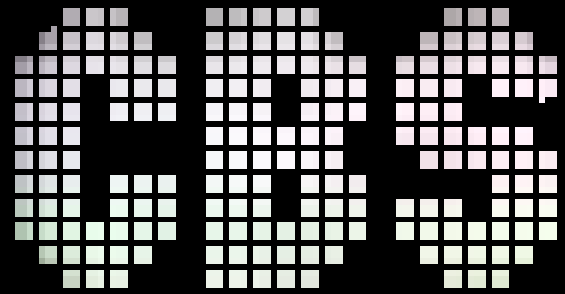


SELECT GAME

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SOFTWARE

PRESENTS

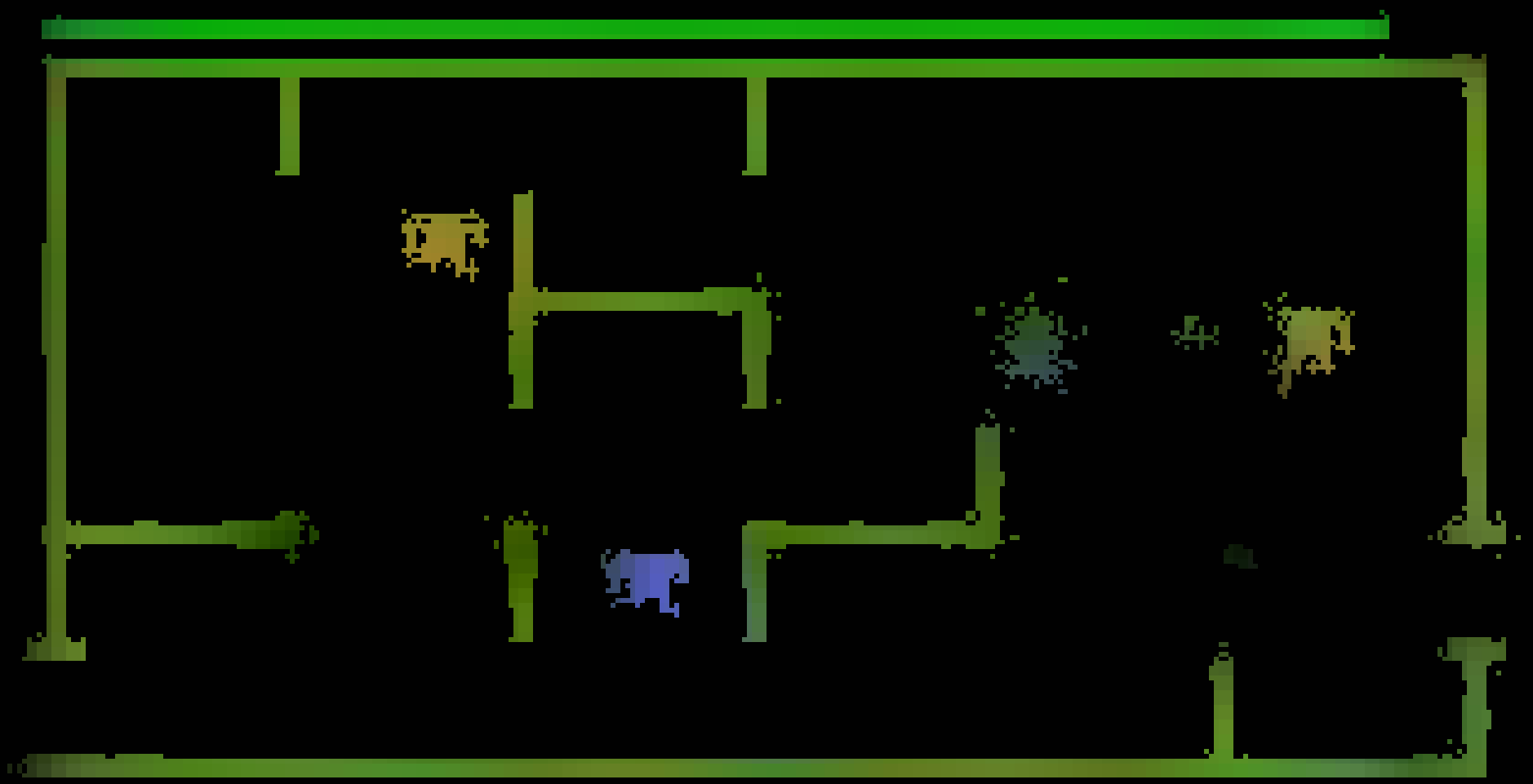
K-RAZY KRITTERS

BY

K-BYTE

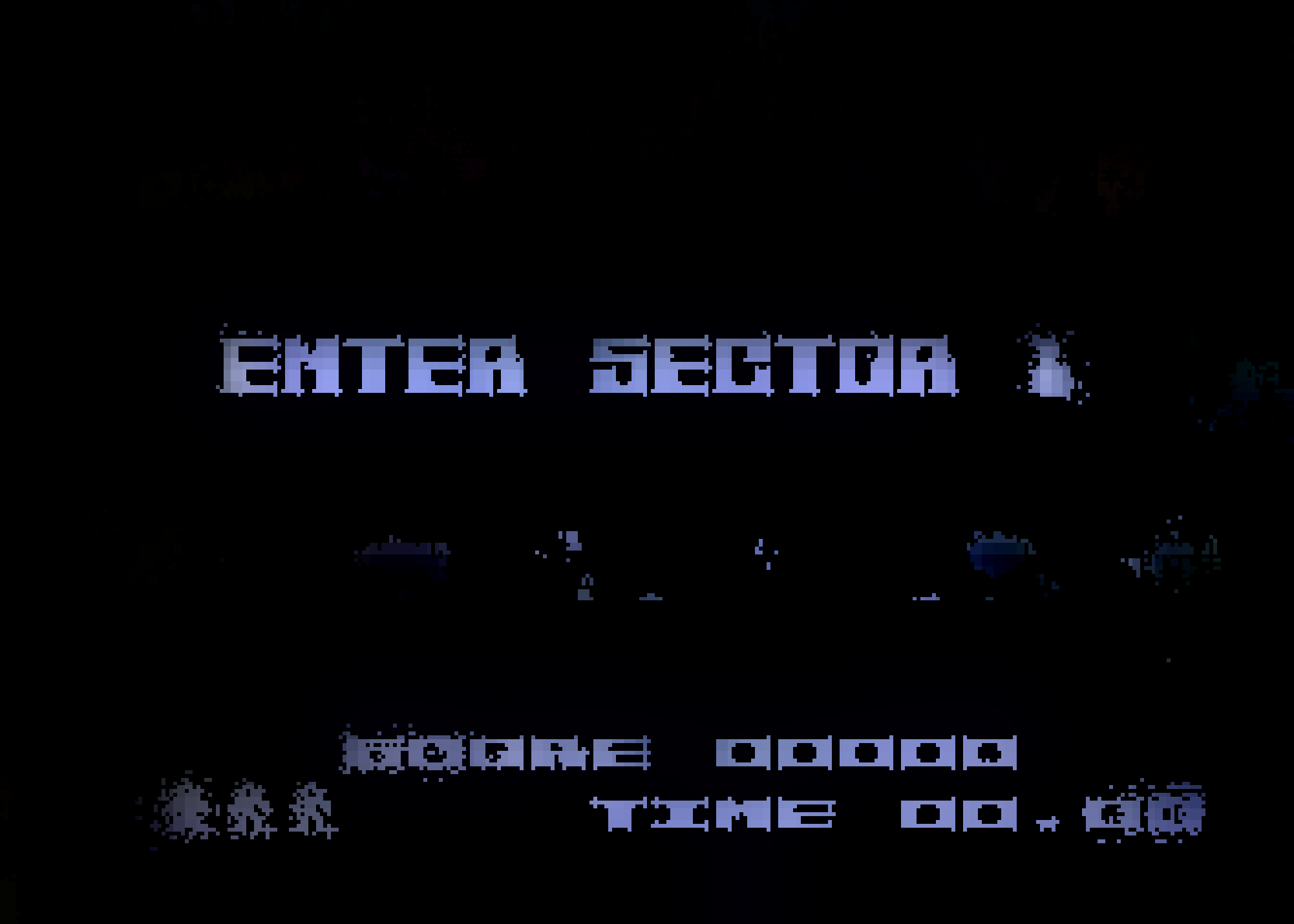
PAGG TRIGGER

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SCORE 00400

TIME 00.40


ENTER SECTOR 1
SCORE 00000
TIME 00.00

K-RAZY SHOOTOUT

BY

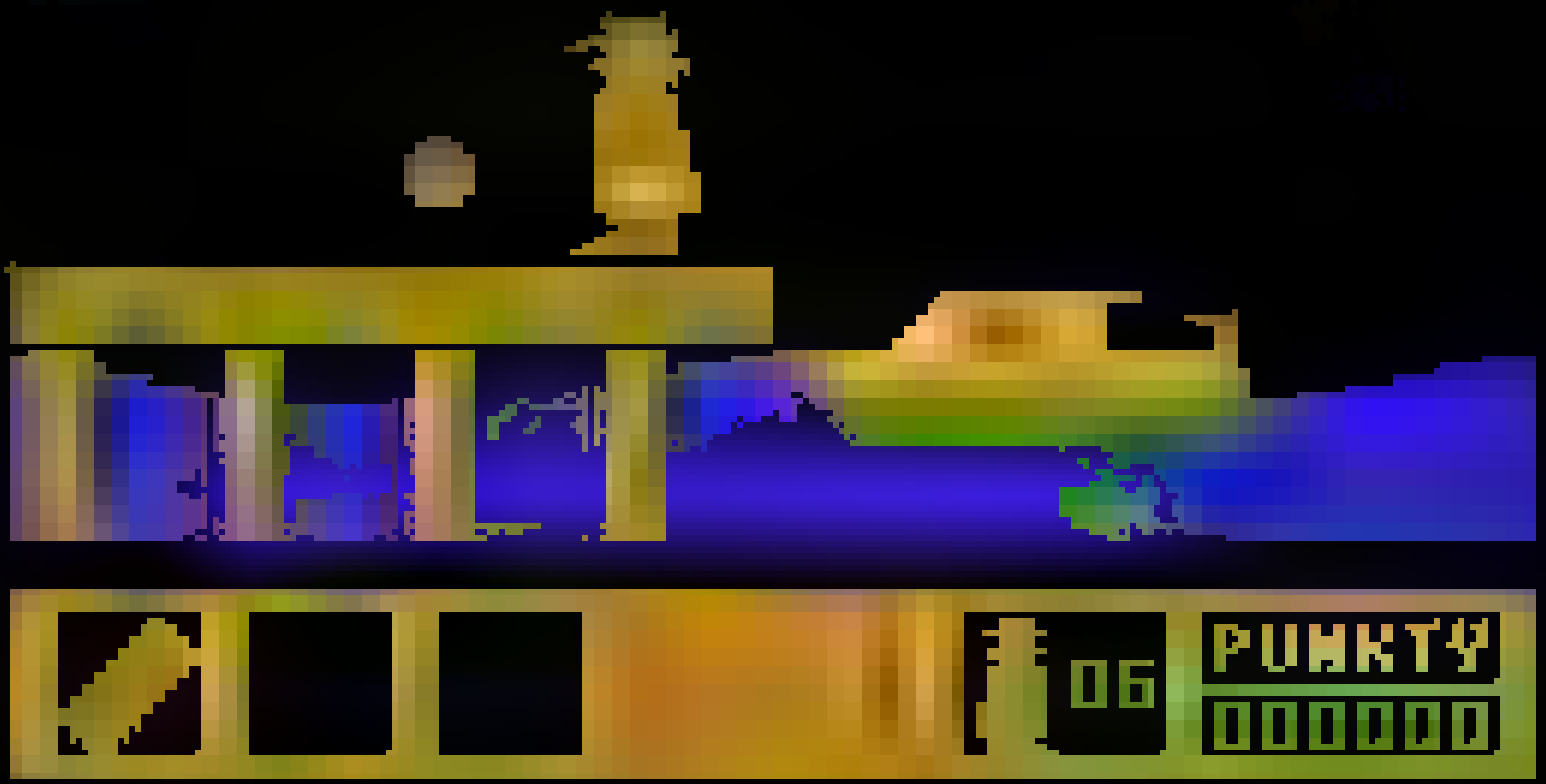
K-BYTE

PRESS TRIGGER

TO

PLAY

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06
PUNKTY
000000


06
PUNKTY
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KRUCJATA

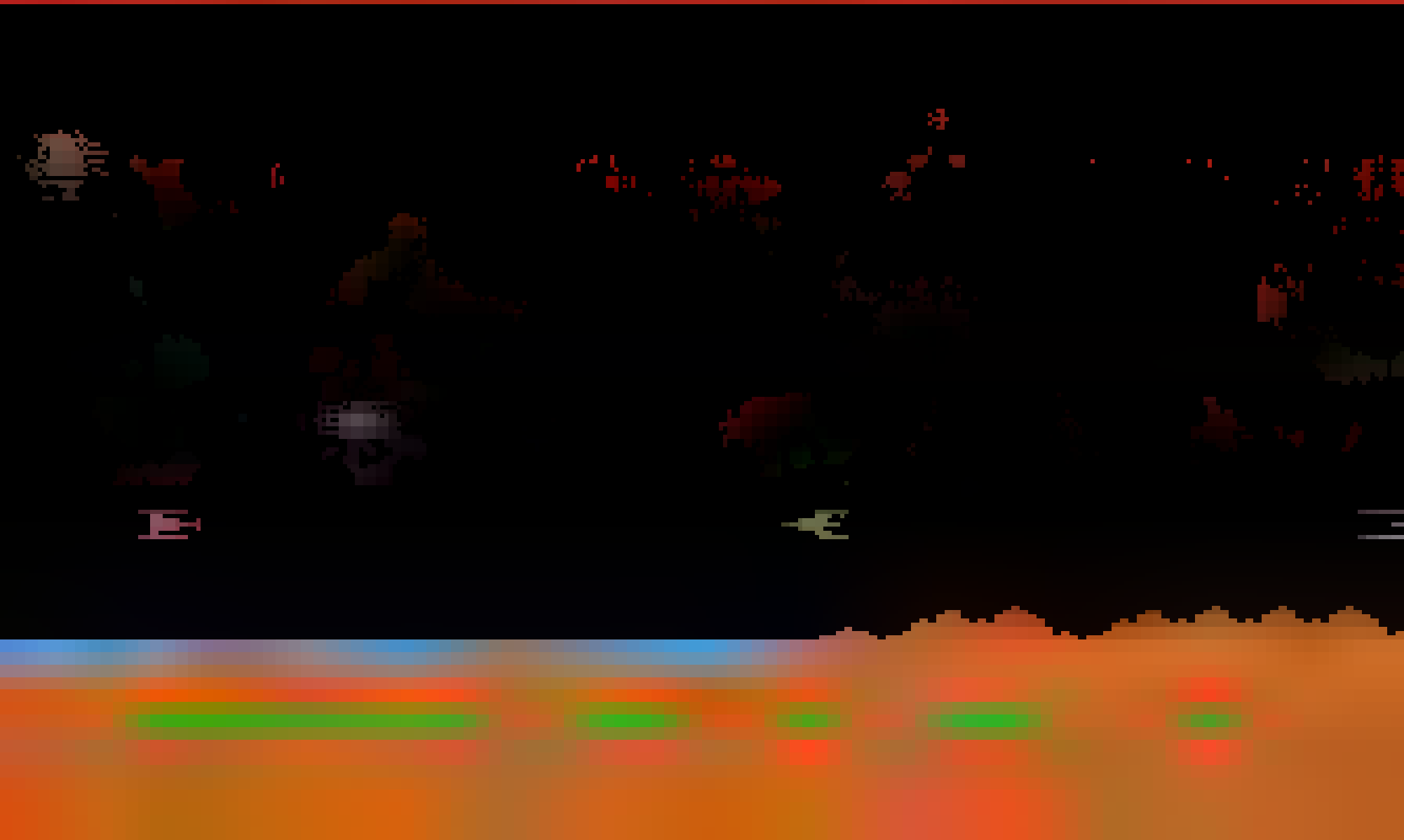
PROGRAM:
HENRYK CYGERT

GRAFIKA:
DARIUSZ BARTOSZEWSKI

MUZYKA/SOUND TRACKER
STANISŁAW SKWIOT

(C) ASF GDANSK 1993





STAR PATROL

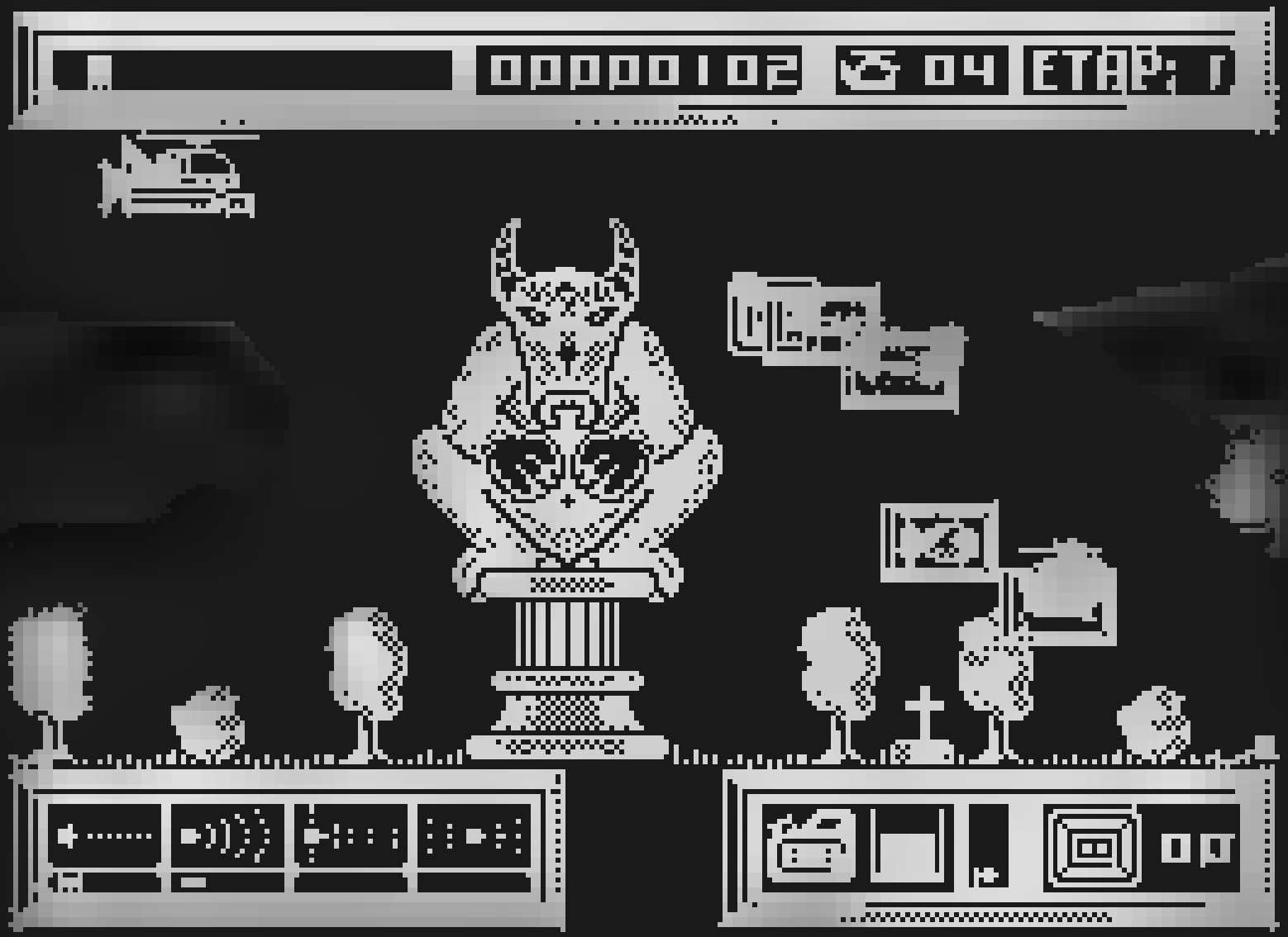
by



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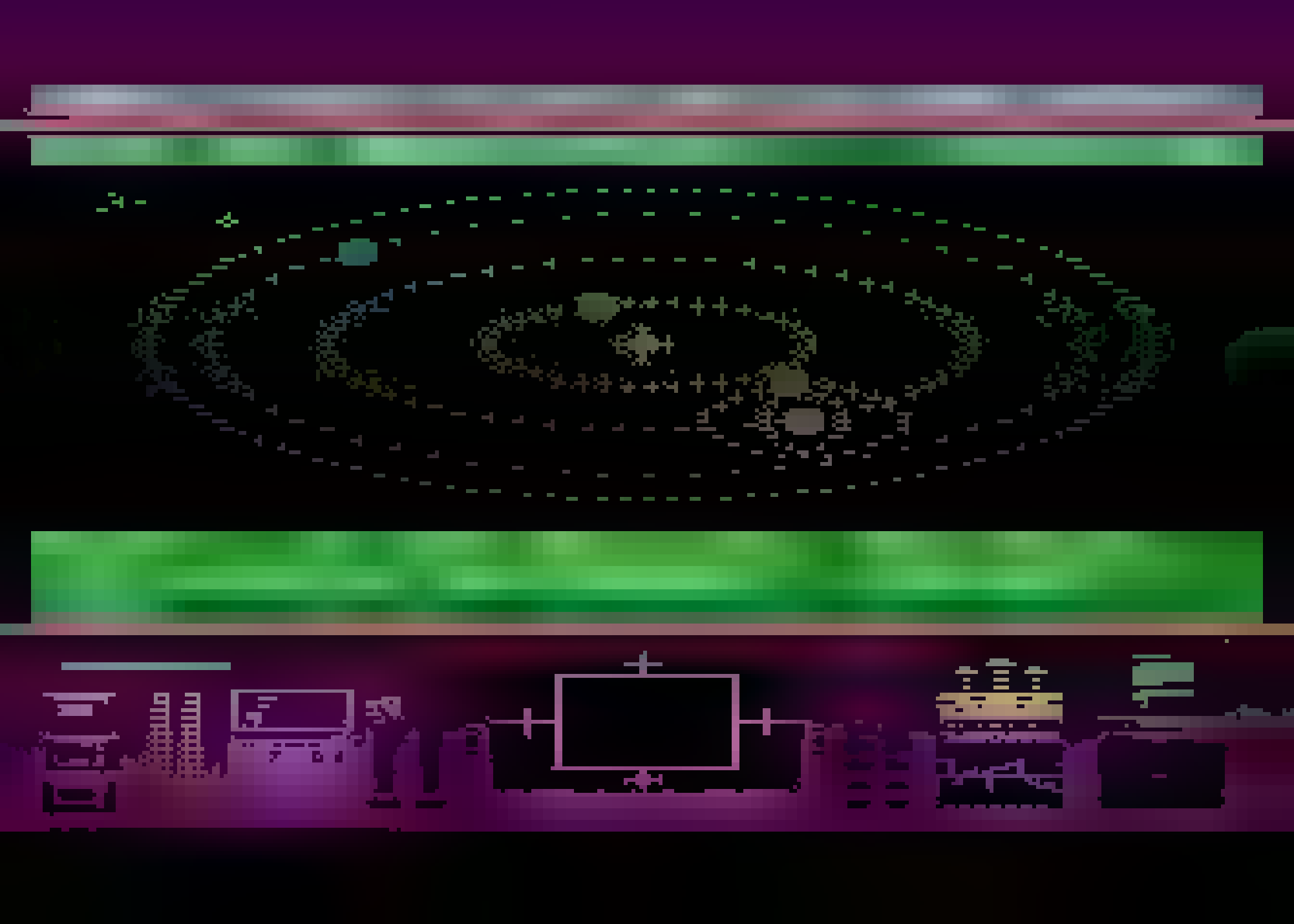

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ETAP: 1

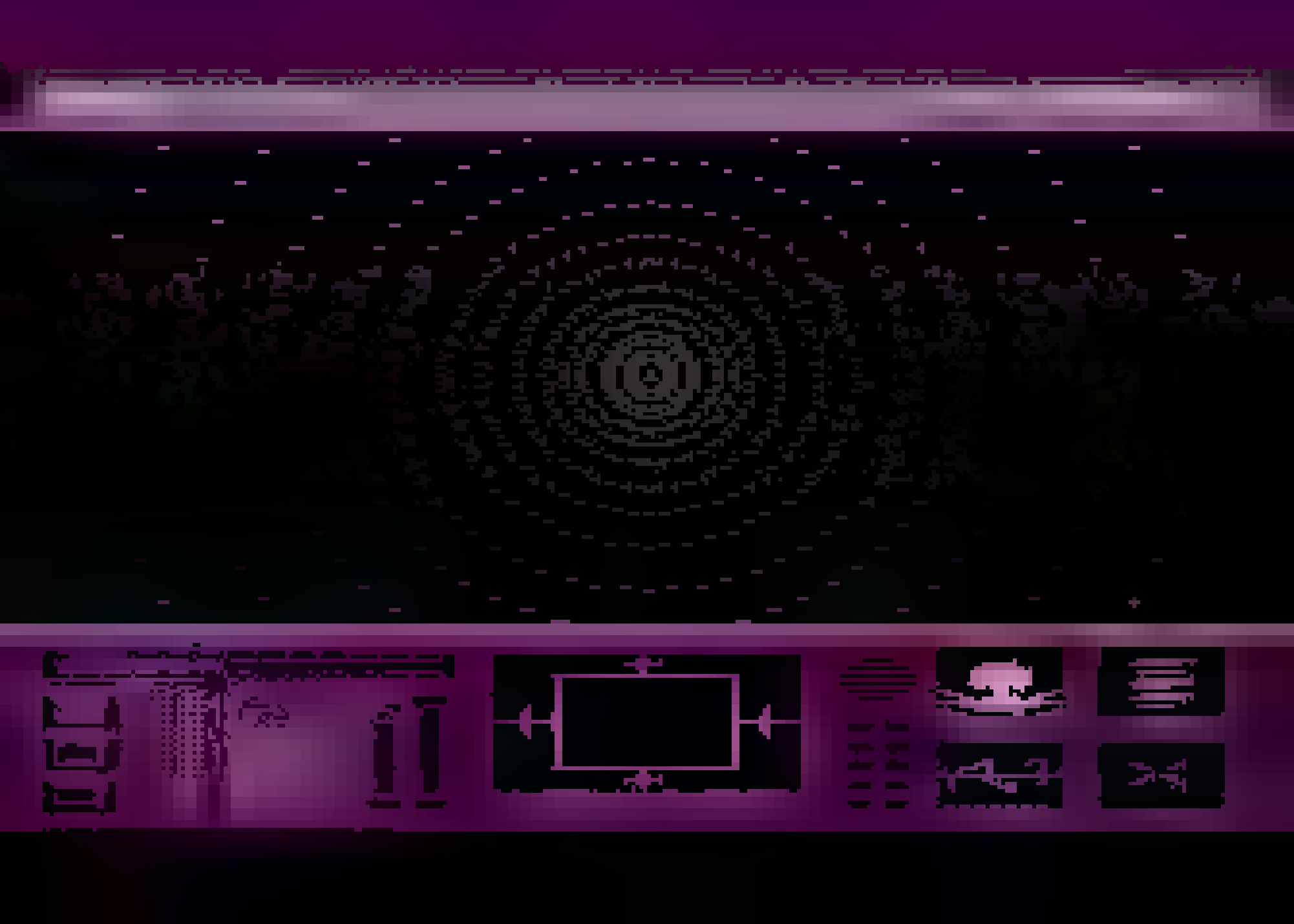

000001O2
04
ETAP: 1



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GREETINGS STARFIGHTE
ATARI (C)1980 DIFFICULTY 1


BASE
FUEL
FUEL
400
KPH
100
RPM
THE
LAST


BASE
35
FUEL
FUEL
400
MPH
x100
RPM
THE
LAST


FUEL
400
KPH
100
MPH
THE
LAST
PRESS SPACE TO PLAY


SCORE 000004
BONUS 03000
HI SCORE 000004

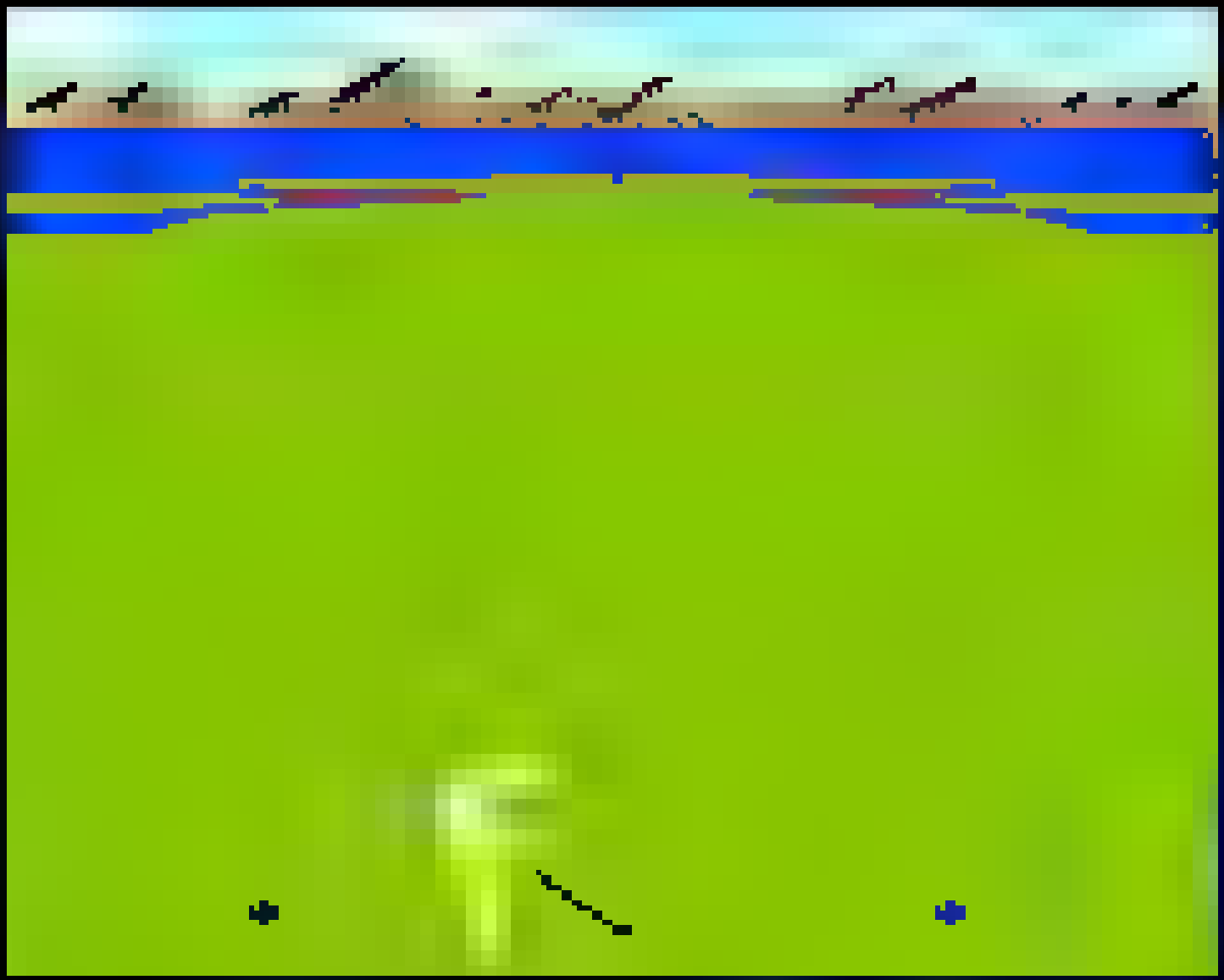
SCORE 00050

HI SCORE 00050

LAWKEEPER

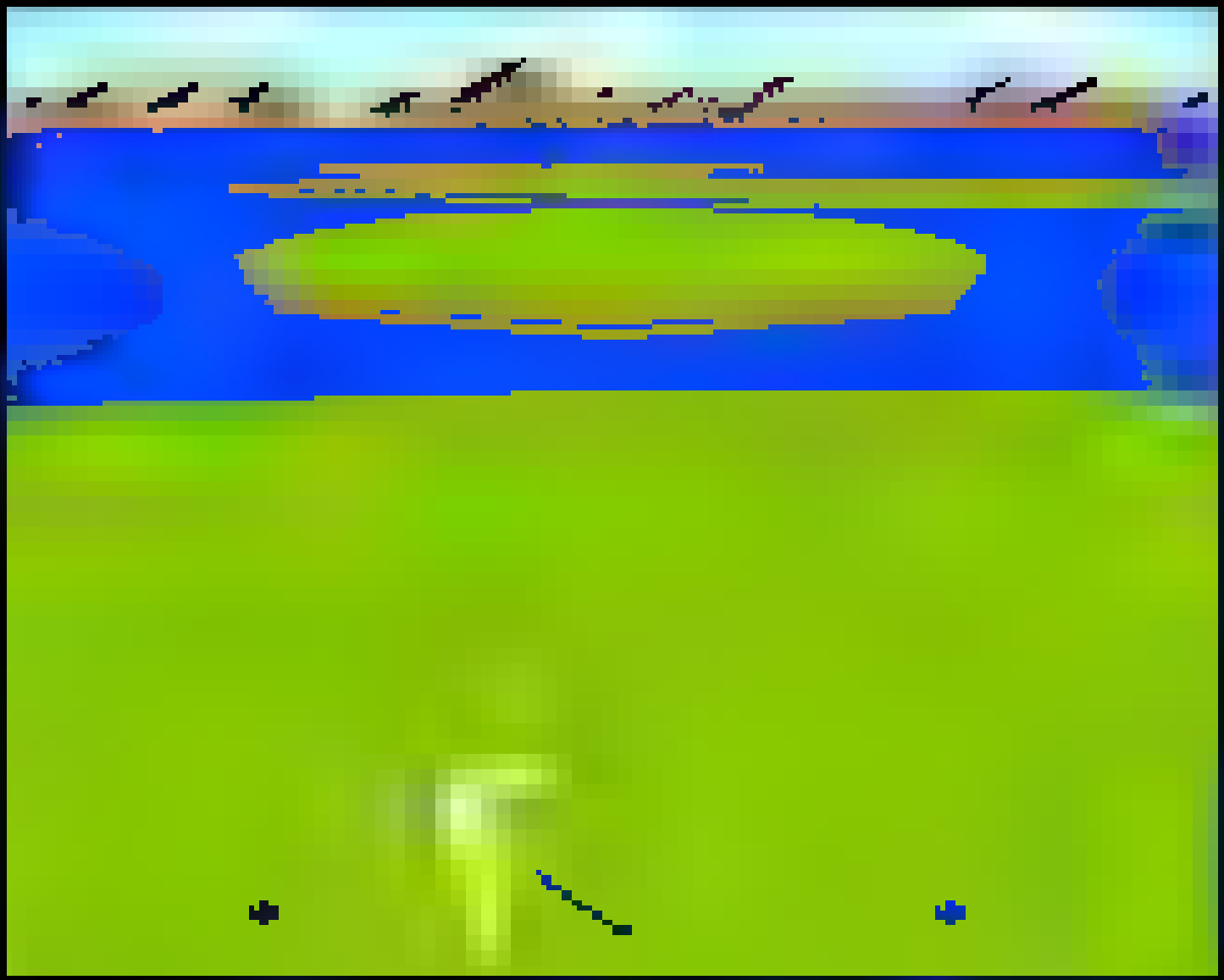
BY MIKE CONTOS COPYRIGHT 1984
BRODERBUND SOFTWARE

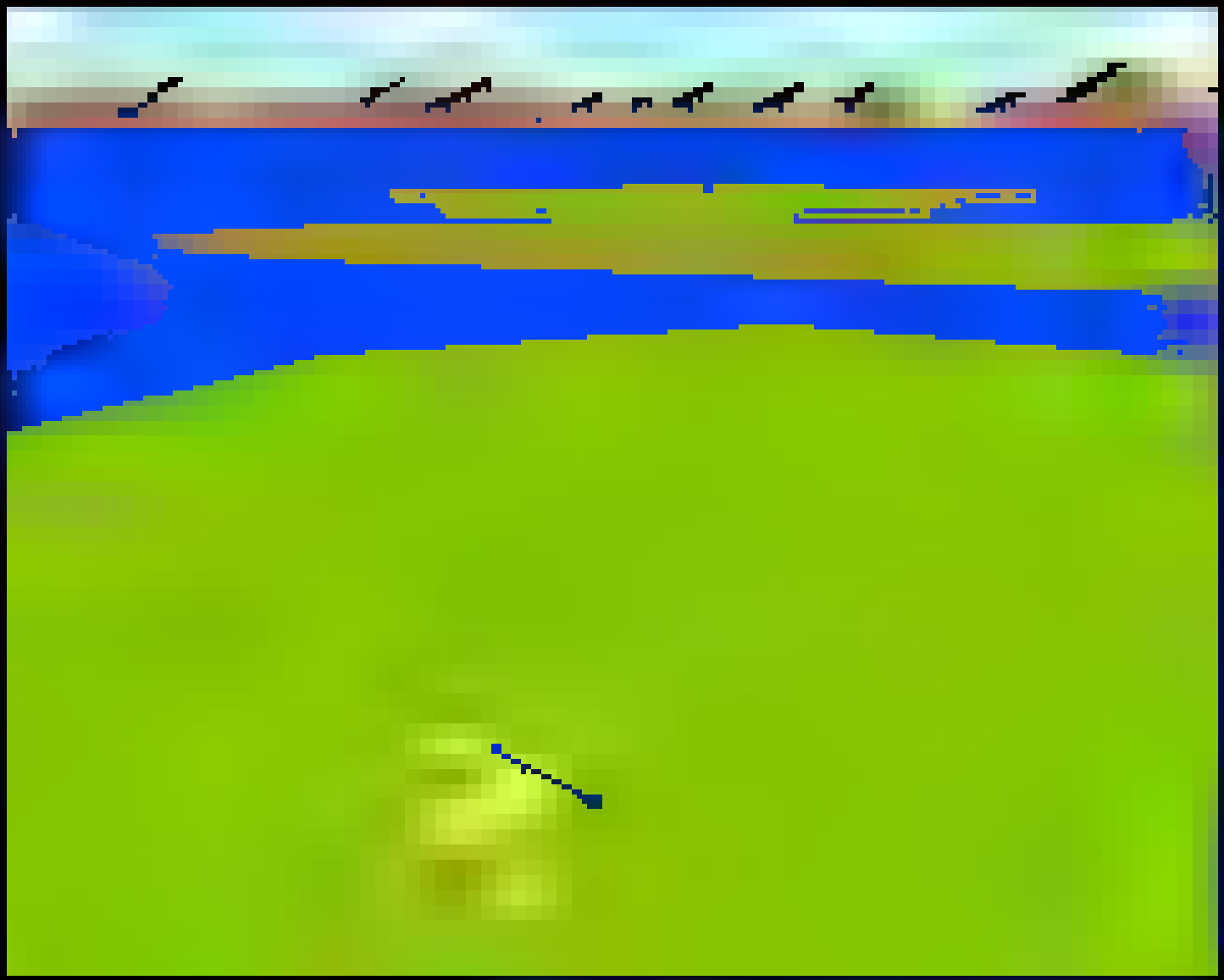
PRESS OPTION.....1 PLAYER
PRESS SELECT.....NORMAL
PRESS START.....START GAME

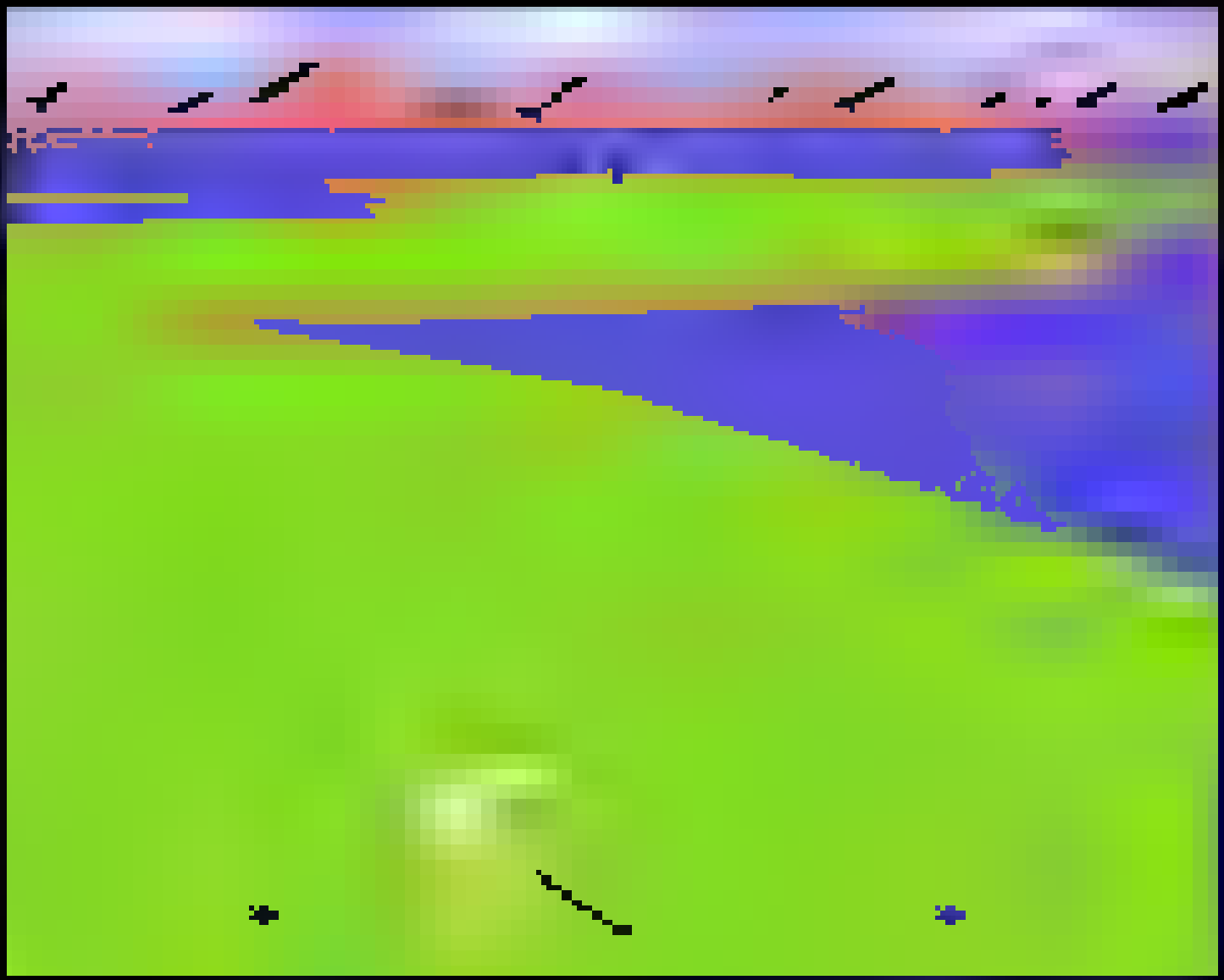

HOLE
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COURSE
ATARIMAN
>1 0
2
3
4
CLUB
YARDS
POWER
SWING

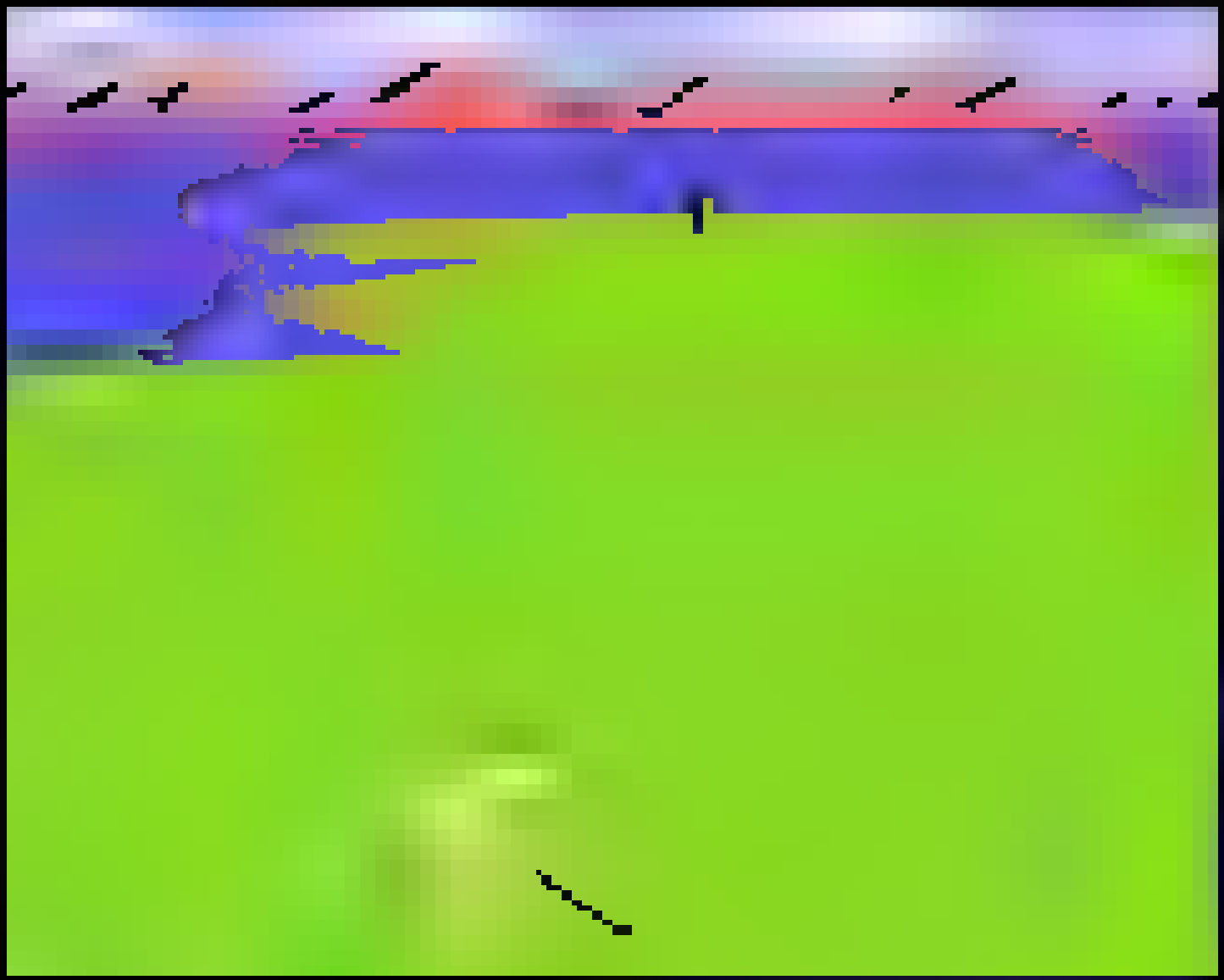

HOLE #
PAR
COURSE
ATARIMAN
1
2
3
4
CLUB
YARDS
POWER
SWING


COURSE
1
ROUND
1
ATARIMAN
+8
12


HOLE
PAR
COURSE
ATARIMAN
1
2
3
4
CLUB
YARDS
POWER
SWING


HOLE
PAR
COURSE
ATARIMAN
1
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3
4
CLUB
YARDS
POWER
SNAP


HOLE
PAR
COURSE
SPARKY
1
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CLUB
YARDS
POWER
SWING


HOLE
PAR
COURSE
SPARKY
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4
HINDS
CLUB
YARDS
POWER
SWING


COURSE
ROUND
LEADERBOARD GOLF II
SELECT NUMBER
OF PLAYERS
1 2 3 OR 4
COPYRIGHT 1986
ACCESS SOFTWARE, INC.
CREATED BY
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ATARI VERSION BY
KEVIN M. HOMER


COURSE
ROUND
SELECT NUMBER
OF PLAYERS
1 2 3 OR 4
COPYRIGHT 1986
ACCESS SOFTWARE, INC.
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KEVIN M. HONER

LEAPER

LEAPER



LEVEL:

00

ENERGY

LIVES:

05

SCORE:

000000

XEGPER X

- FEATURING THE GRIBBLES -



GUB-GUB



GYRO-BYRO

I INSTRUCTIONS

H HIGH SCORES

S START GAME

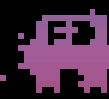


XUPXD

THE UFO



M. G. B.



LAST U. M.

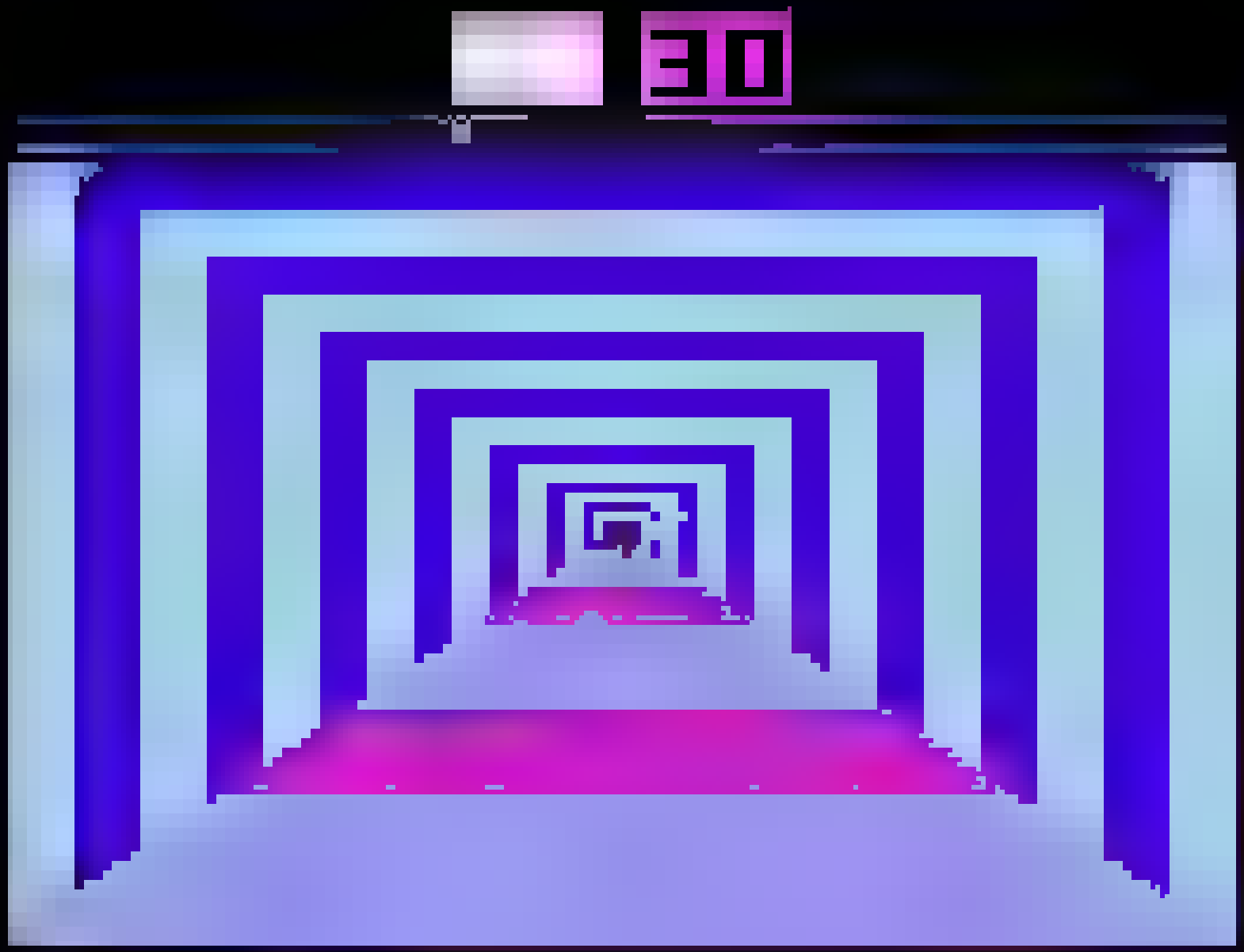
WRITTEN BY M. A. HANNAH

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ATARI VERSION BY M. DONNELLY




30


30

ANIMUS

PRESENTS

LIFESPAN

an

ADMIRADIAN

FLIGHT OF FANCIES

(C) 1983 ADMIRADIAN &
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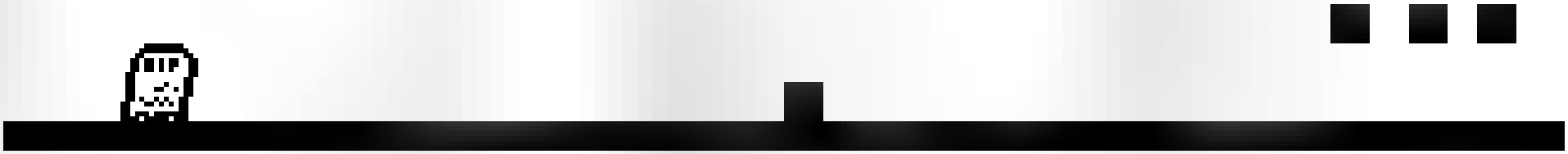
LEVEL 01 HS 0 ESC MENU 133






LEVEL 01 HS 0 ESC MENU
LINE RUNNER 2012
V1 0
ATARI CODE NOSTY
MUSIC CARUSO
ORIG GAME ROBERT SZELENEY/DJINNWORKS
LEVEL < 01 > PRESS FIRE TO START
START SELECT OPTION
MUSIC FIRE CNTRL SCROLL ON
DOWN ROLLING
UP SHORT JUMP ESC MENU
UP LONGER LONG JUMP D DOS
FIRE OR SPACE SLOW MOTION

LEVEL 01 HS 0 ESC MENU 140





LEVEL 01 HS 0 ESC MENU J91



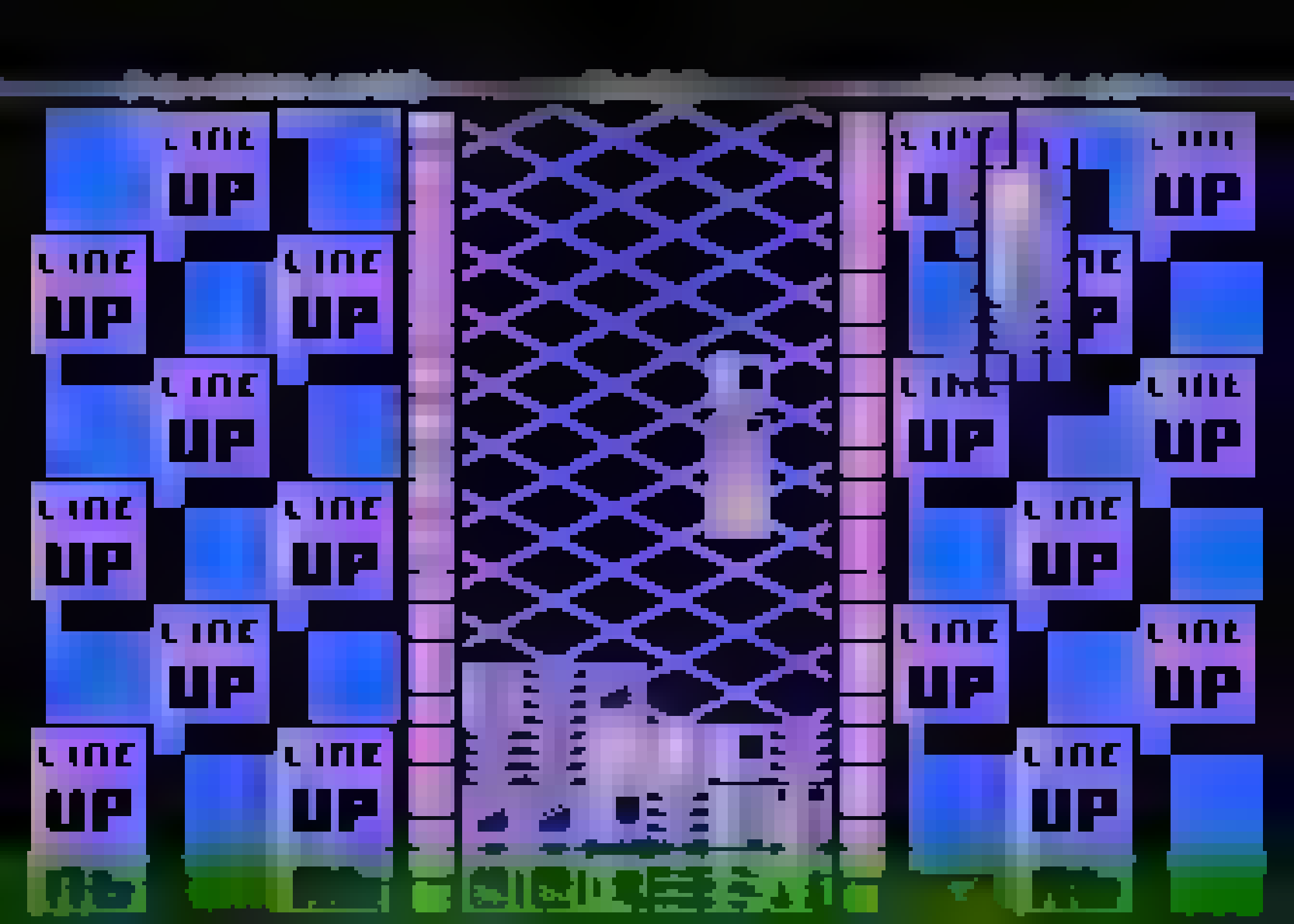
LEVEL 01 COMPLETED!



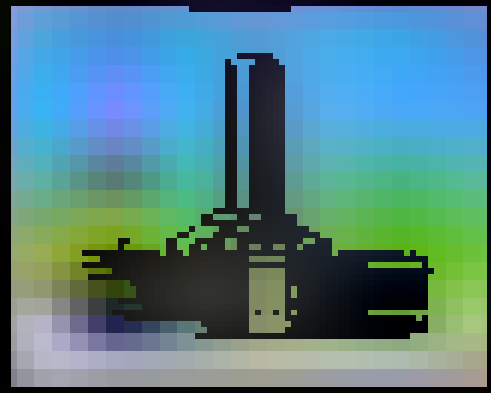
LINE RUNNER

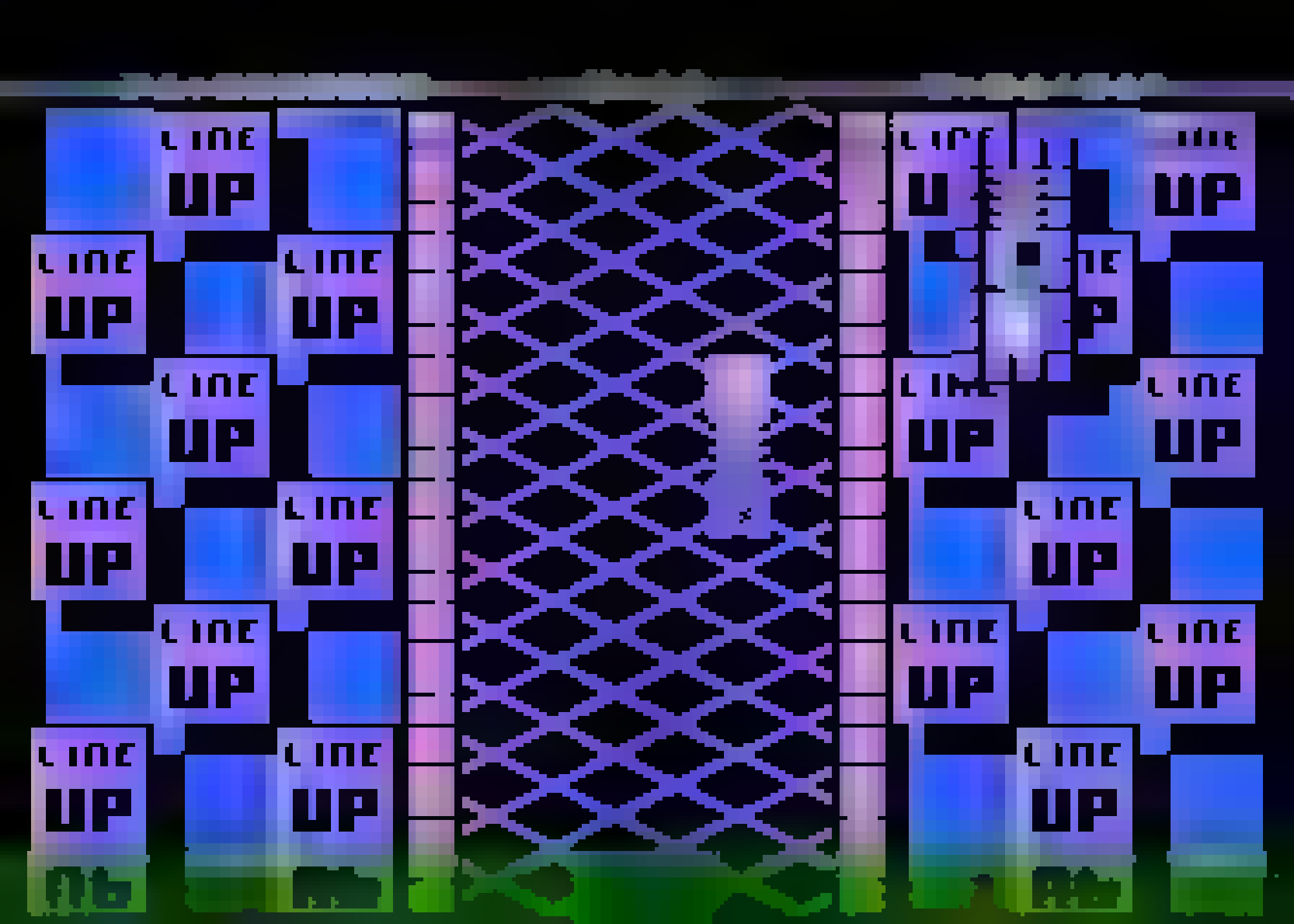
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8-bit Atari version GR8 Software


LINE UP
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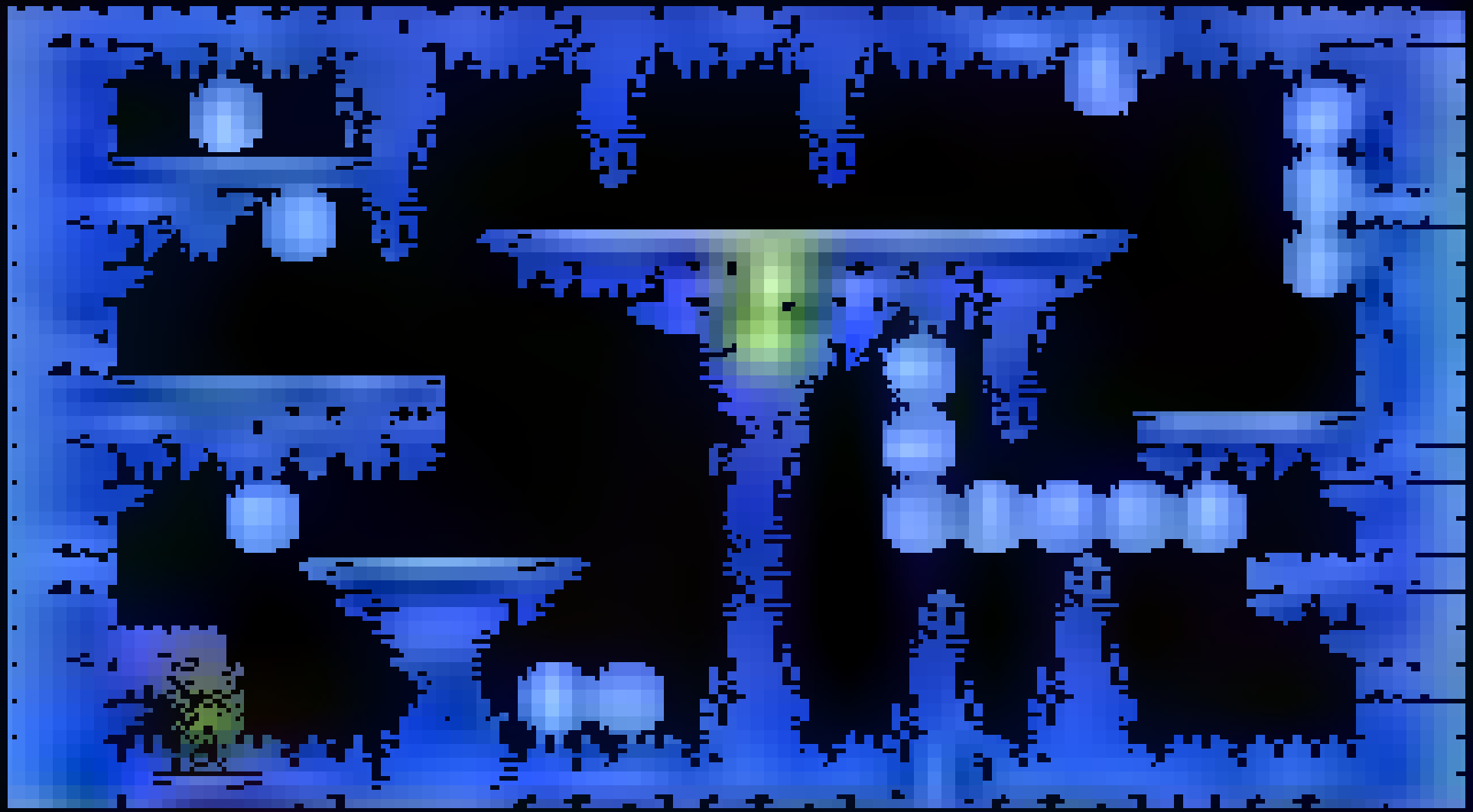
LINE-UP




LINE UP
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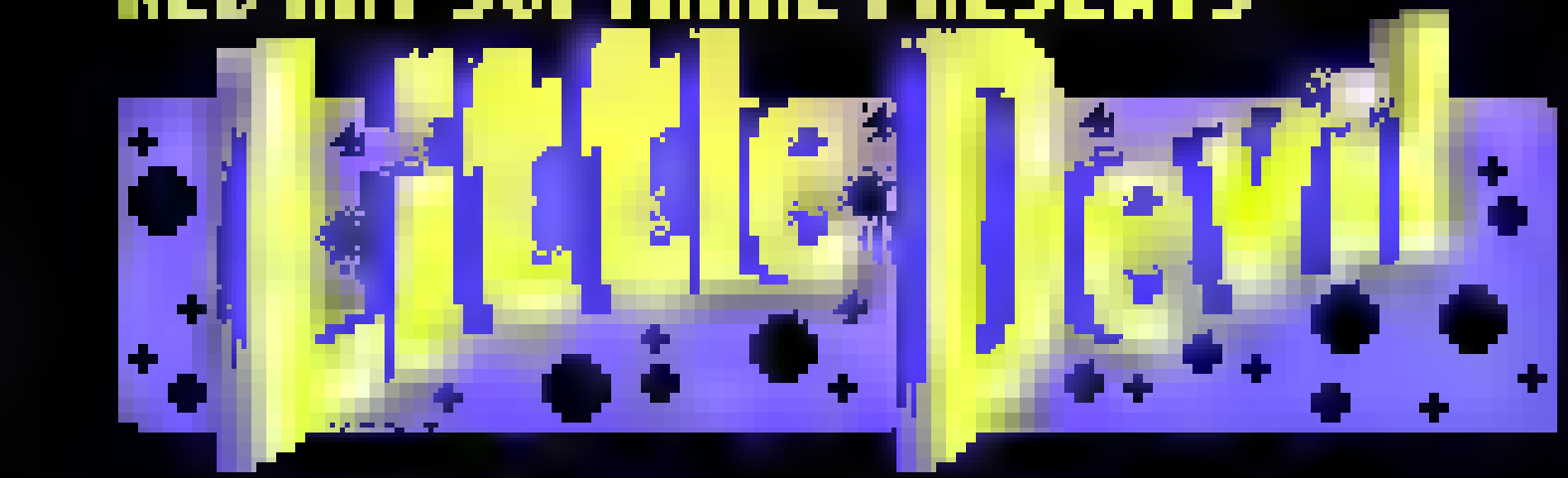


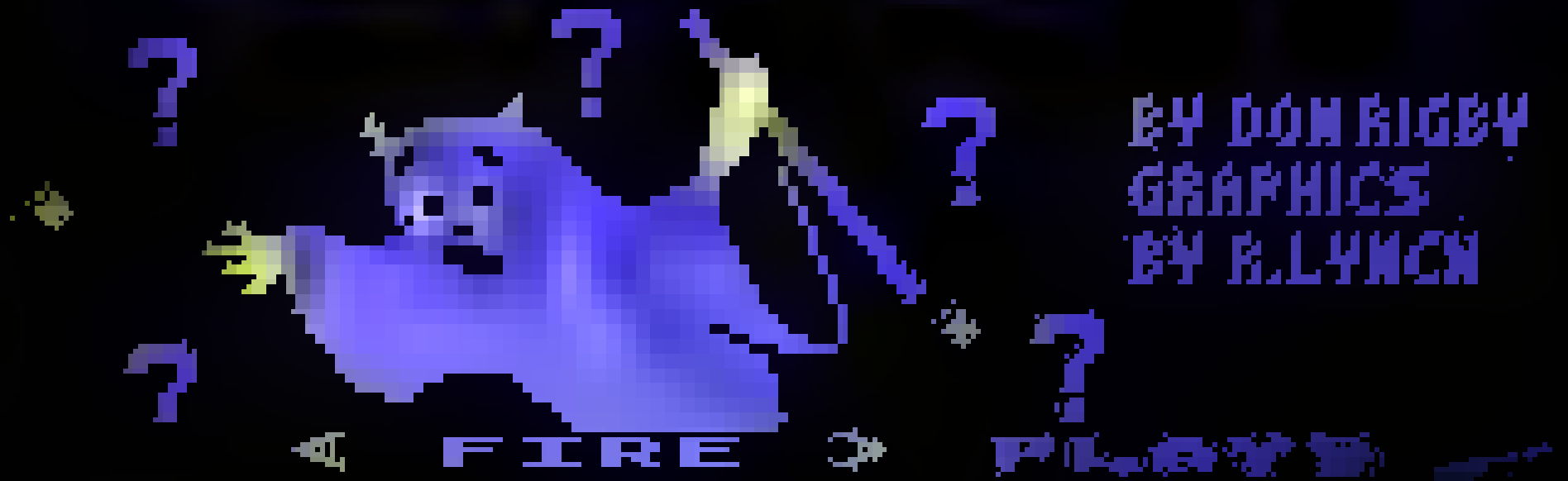

SC 00021400
ST 2
LI
TR 3
SE 0



SC 00000000 ST 1 LI 3 TA 3 SE 0

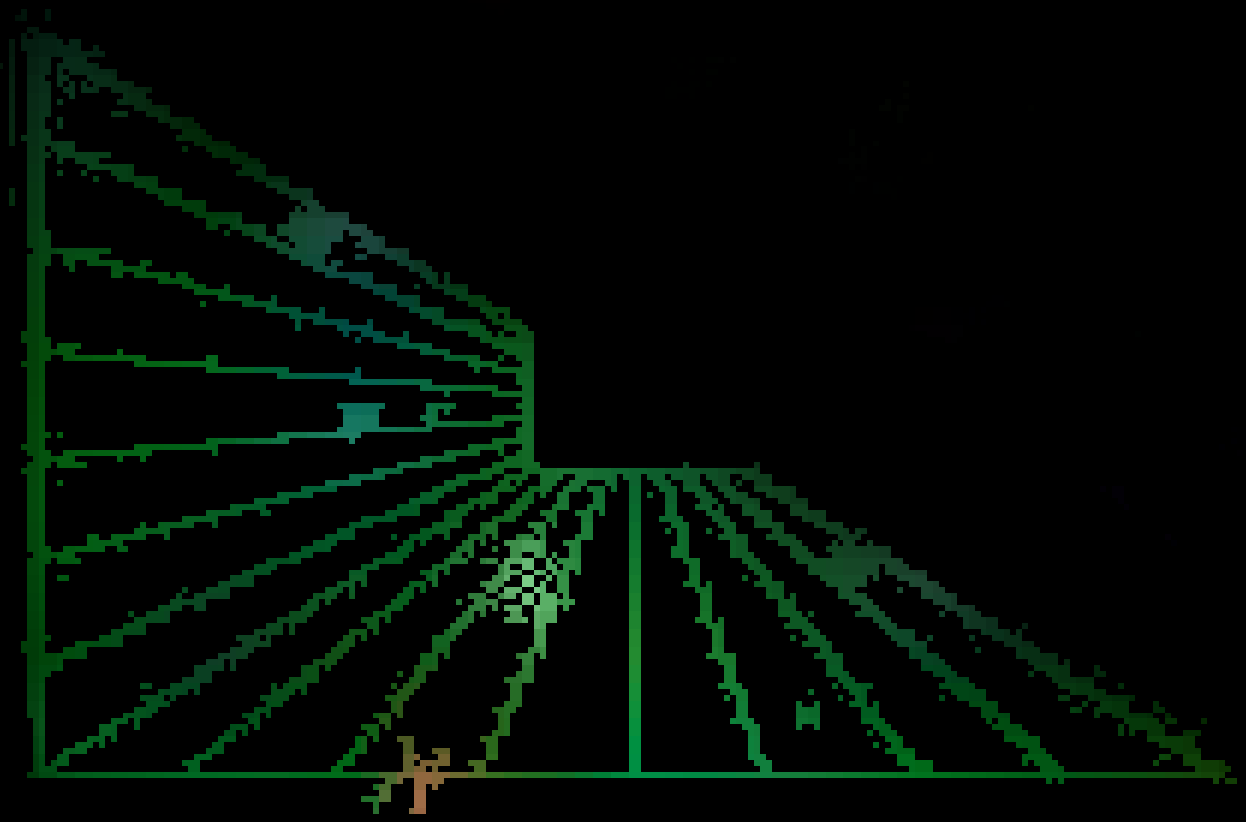
RED RAT SOFTWARE PRESENTS



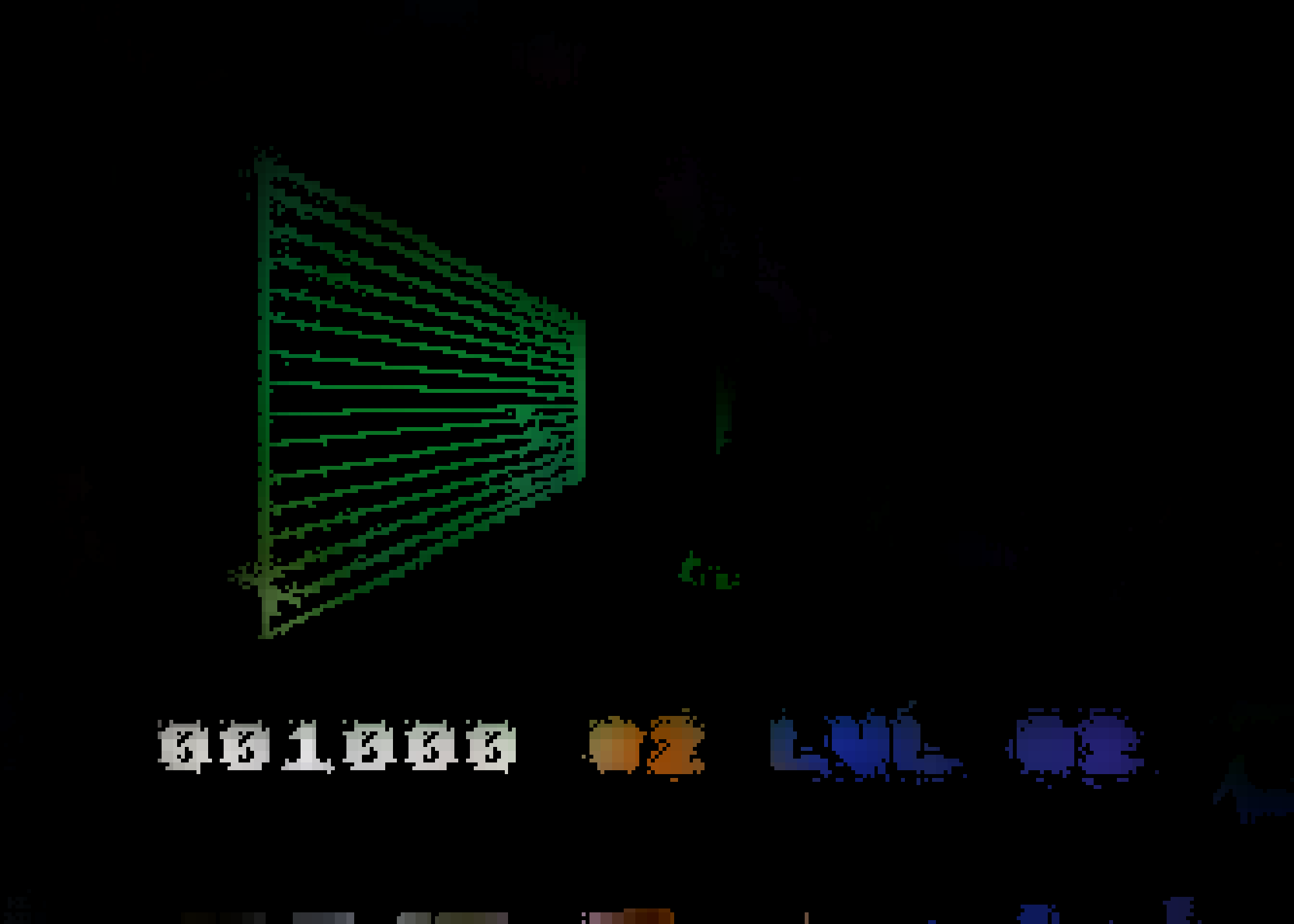


BY DON RIGBY
GRAPHICS
BY R.LYNCH

FIRE



000150 02 LVL 01


001005
02
LVL
02



ANALOG COMPUTING
ISSUE 12

LIVEWIRE 2

BY TOM HUDSON
MODIFIED BY WOL

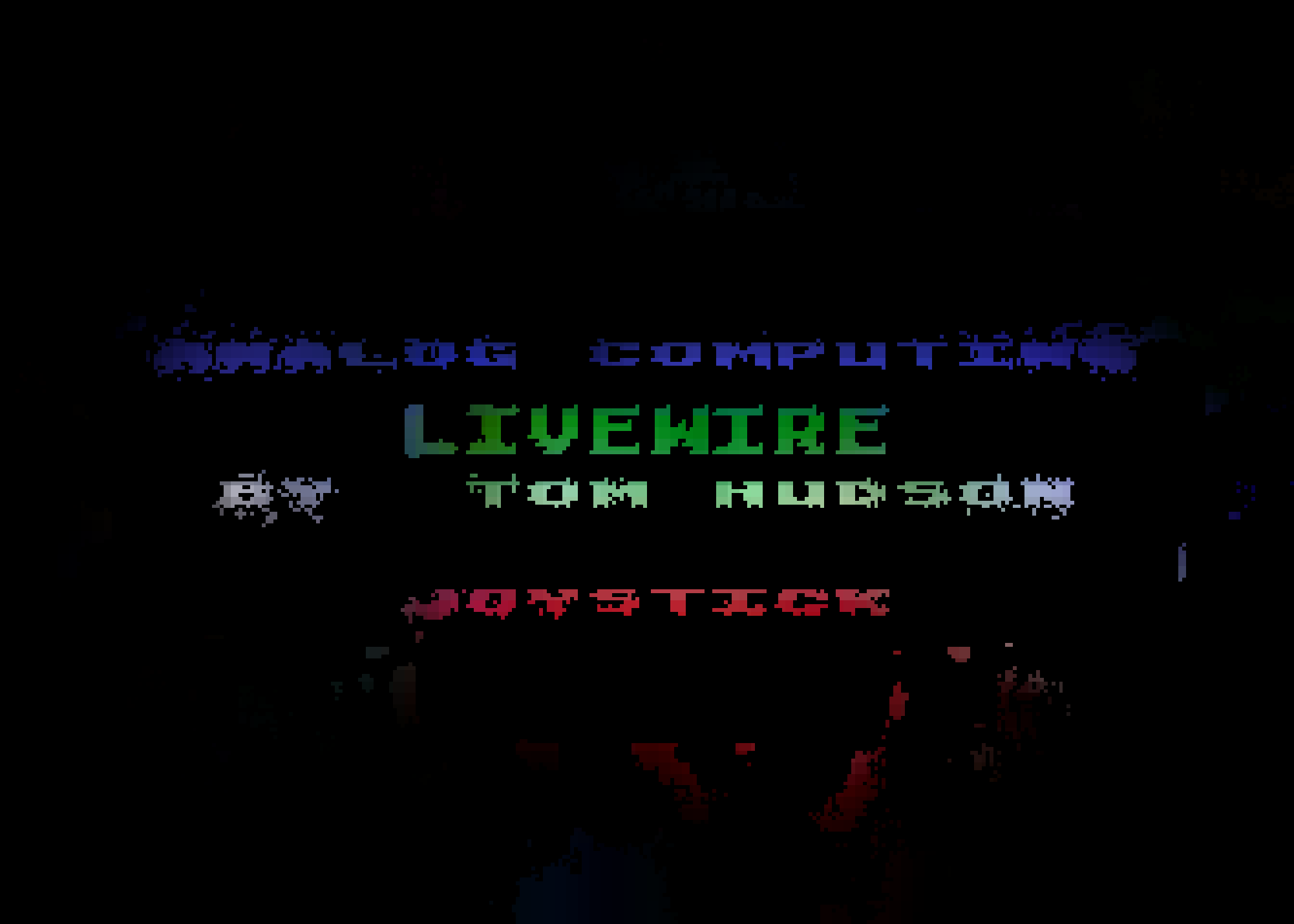
JOYSTICK

ANALOG COMPUTING

LIVEWIRE

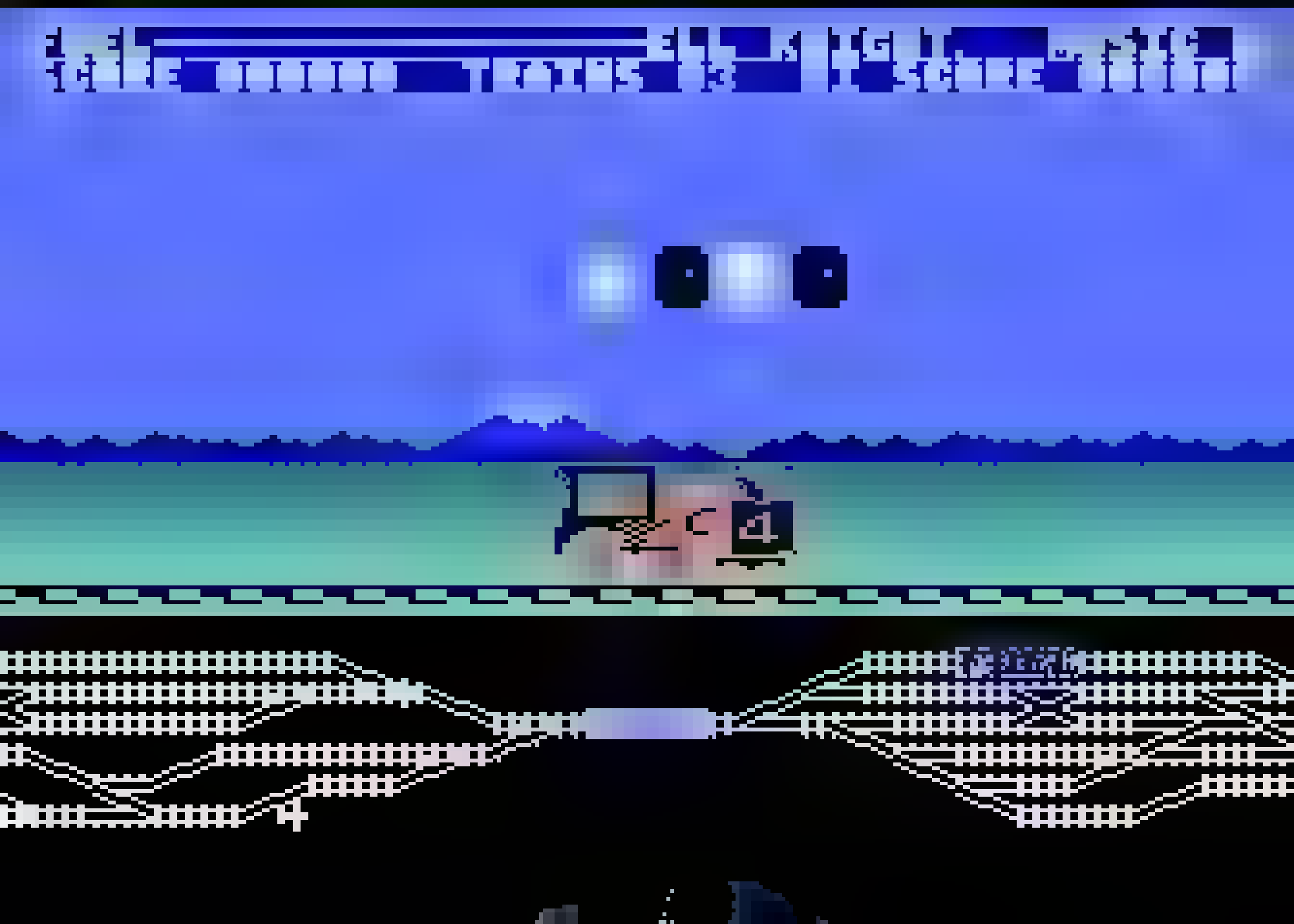
by TOM HUDSON

JOYSTICK

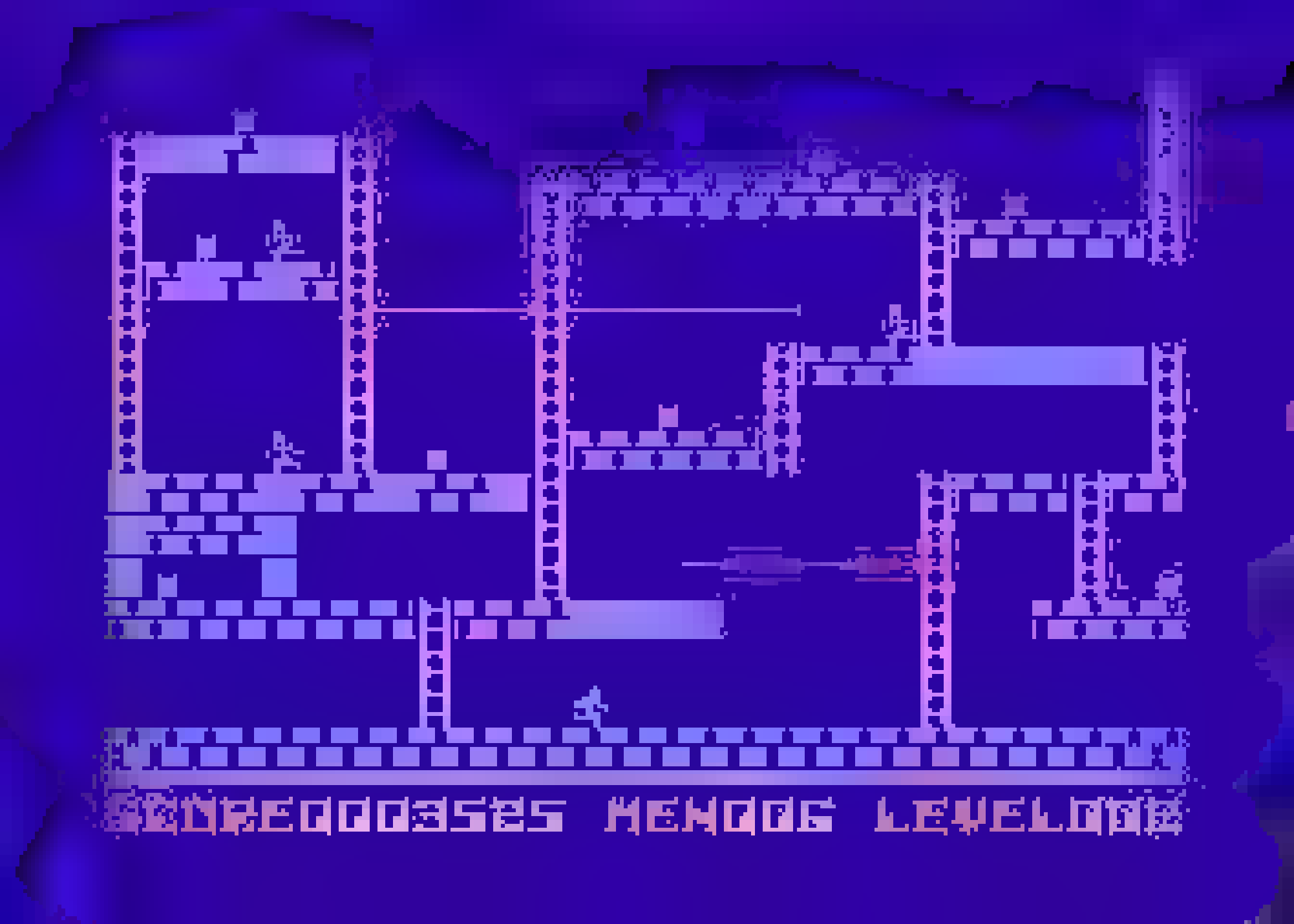




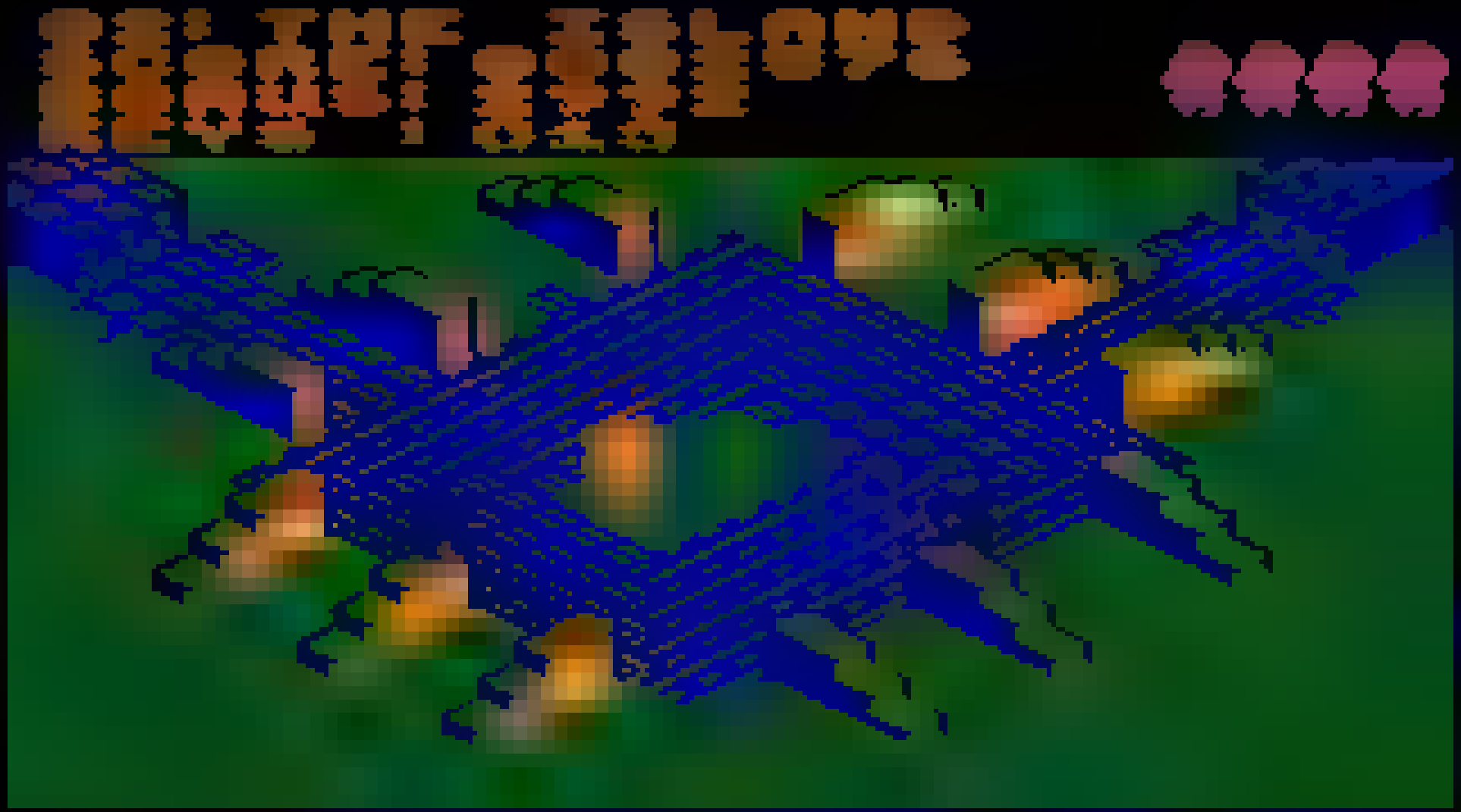

FUEL




SCORE 000000 MENDS LEVEL 01


SCORE 000350 MEN 006 LEVEL 001

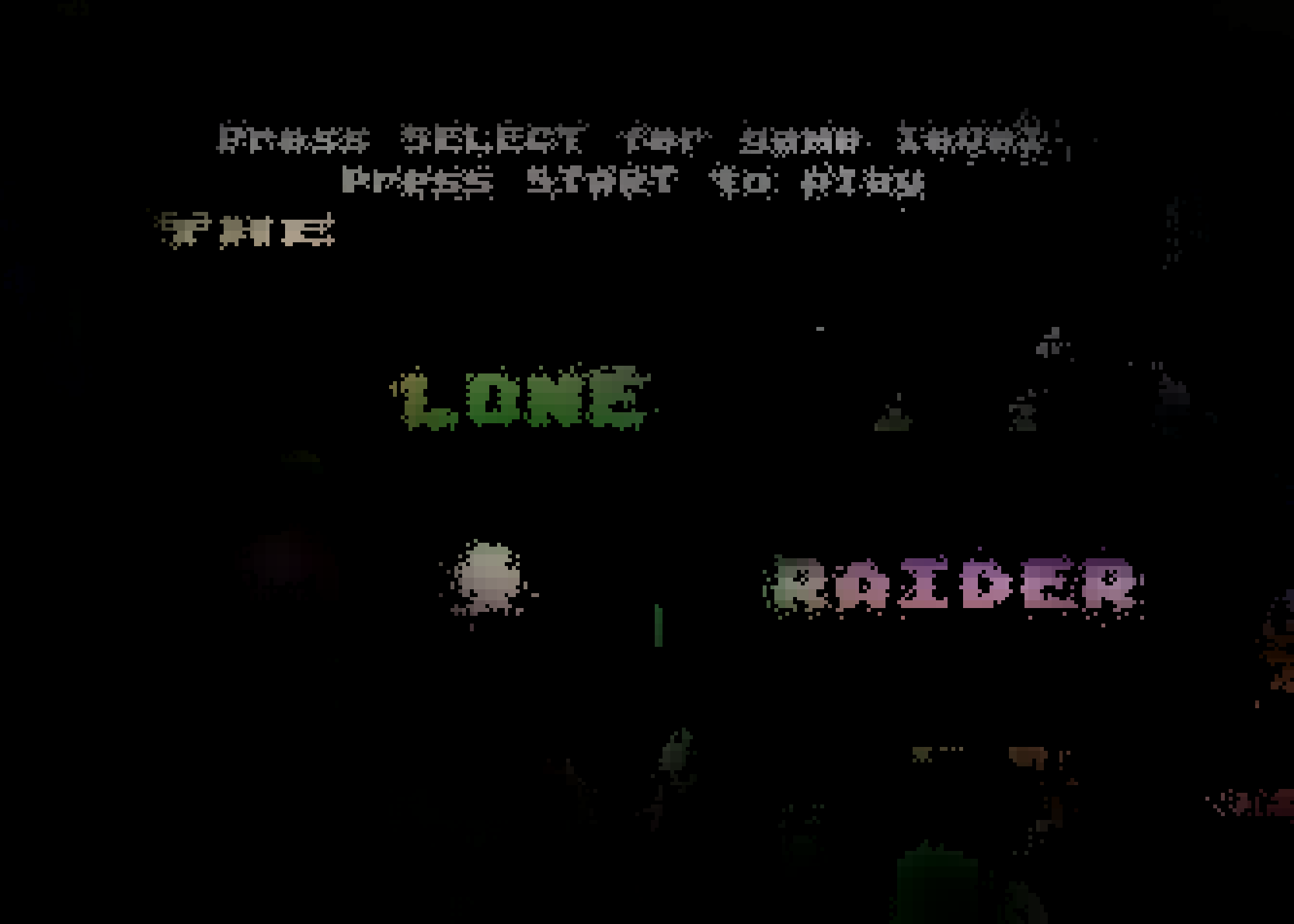

Broderbund
Software
Presents
Lode Runner
By




OPNEPJ
PUPES

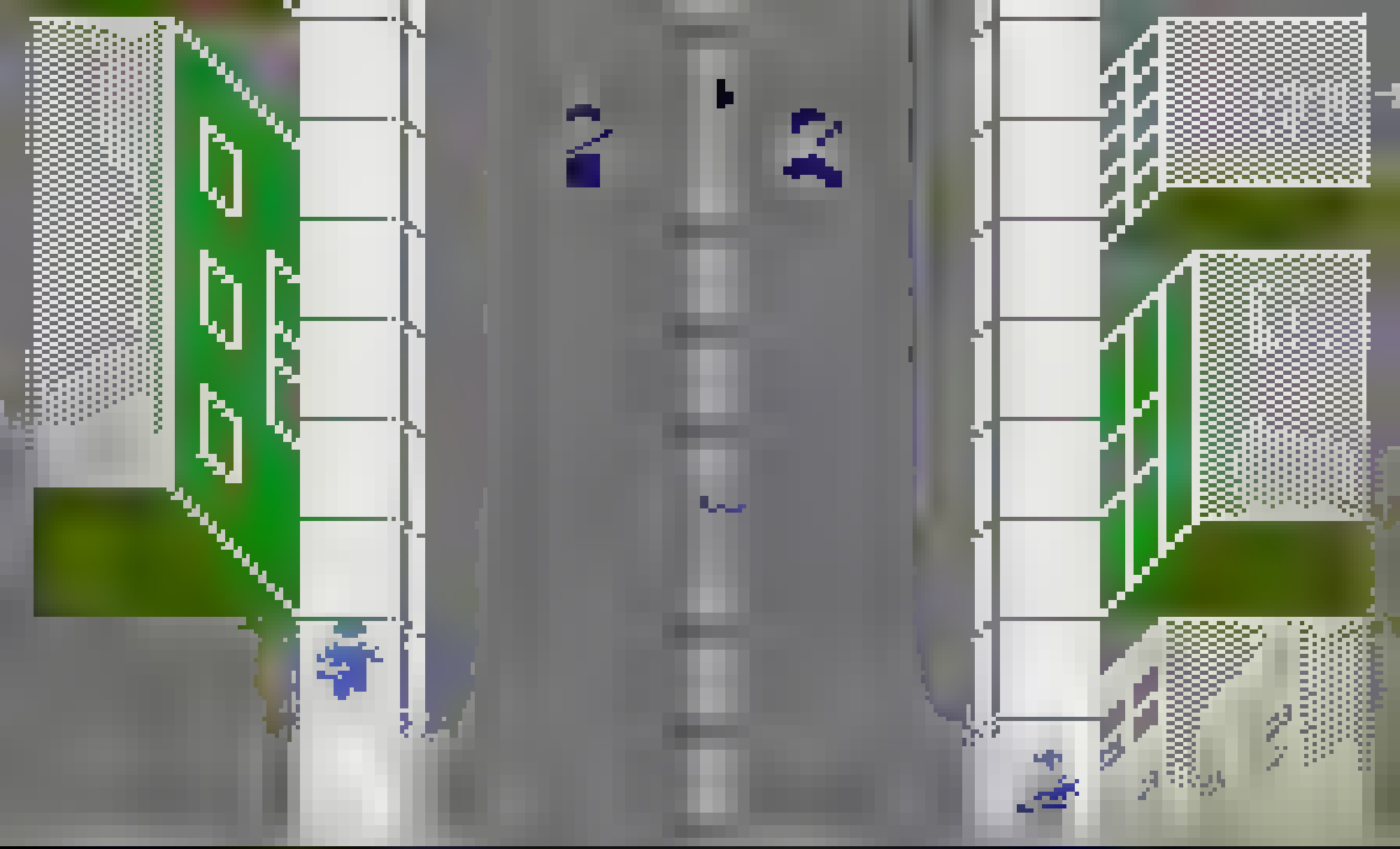


PRESS SELECT FOR 2 PLAYER GAME
PRESS START TO PLAY




TERRITORY SELECTION
SELECT A TERRITORY BY
MOVING CURSOR AND PRESSING BUTTON




SCORE: 000000
LEVEL: 1


SCORE: 001817
LEVEL: 1

SWAT

By Randy Platt

Copyright 1986 MASTERTRONIC

Developed by Sculptured Software

HIGH SCORE:000000 LAST SCORE:000000




TIME
HIGH
000000
5555
1ST
000000
ROOM
01

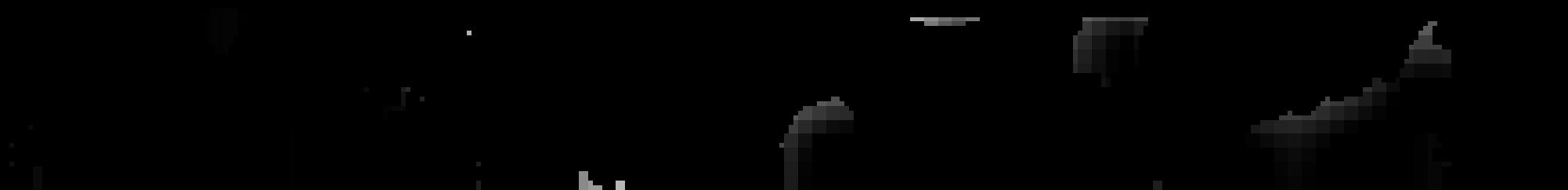
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game graphics (C) Stern Electronics

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Programmed by Bruce Adelstein





LUNAR LANDER

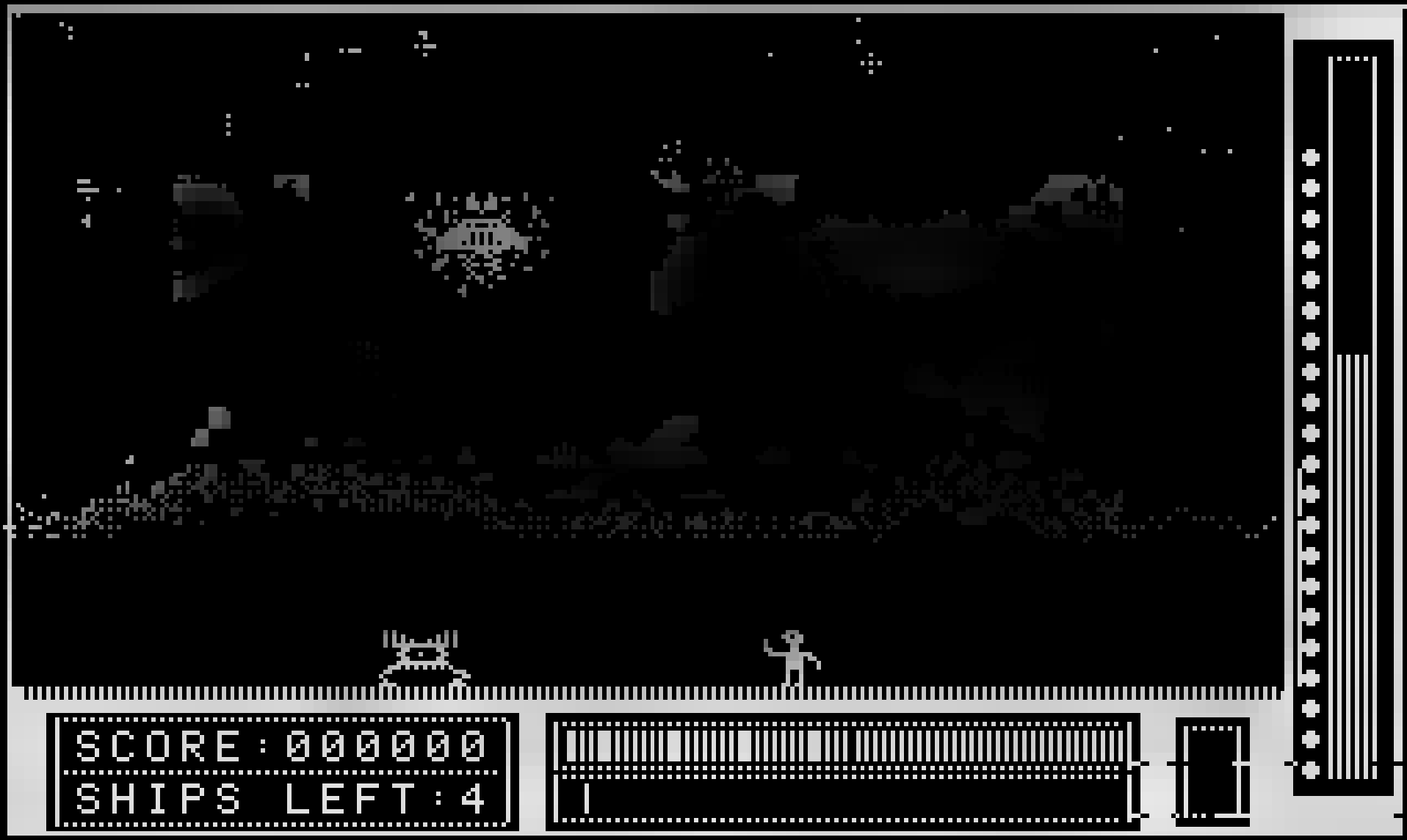
BY WES NEWELL

THE OBJECT IS TO LAND YOUR SHIP ON THE MOON WITH THE LOWEST POSSIBLE SPEED.

YOU CONTROL THRUST WITH PADDLE#1.

IF YOU GIVE UP HIT RETURN AND THE COMPUTER WILL TAKE OVER.

PUSH TRIG TO START.



SCORE:000000
SHIPS LEFT:4

LUNAR LEEPER

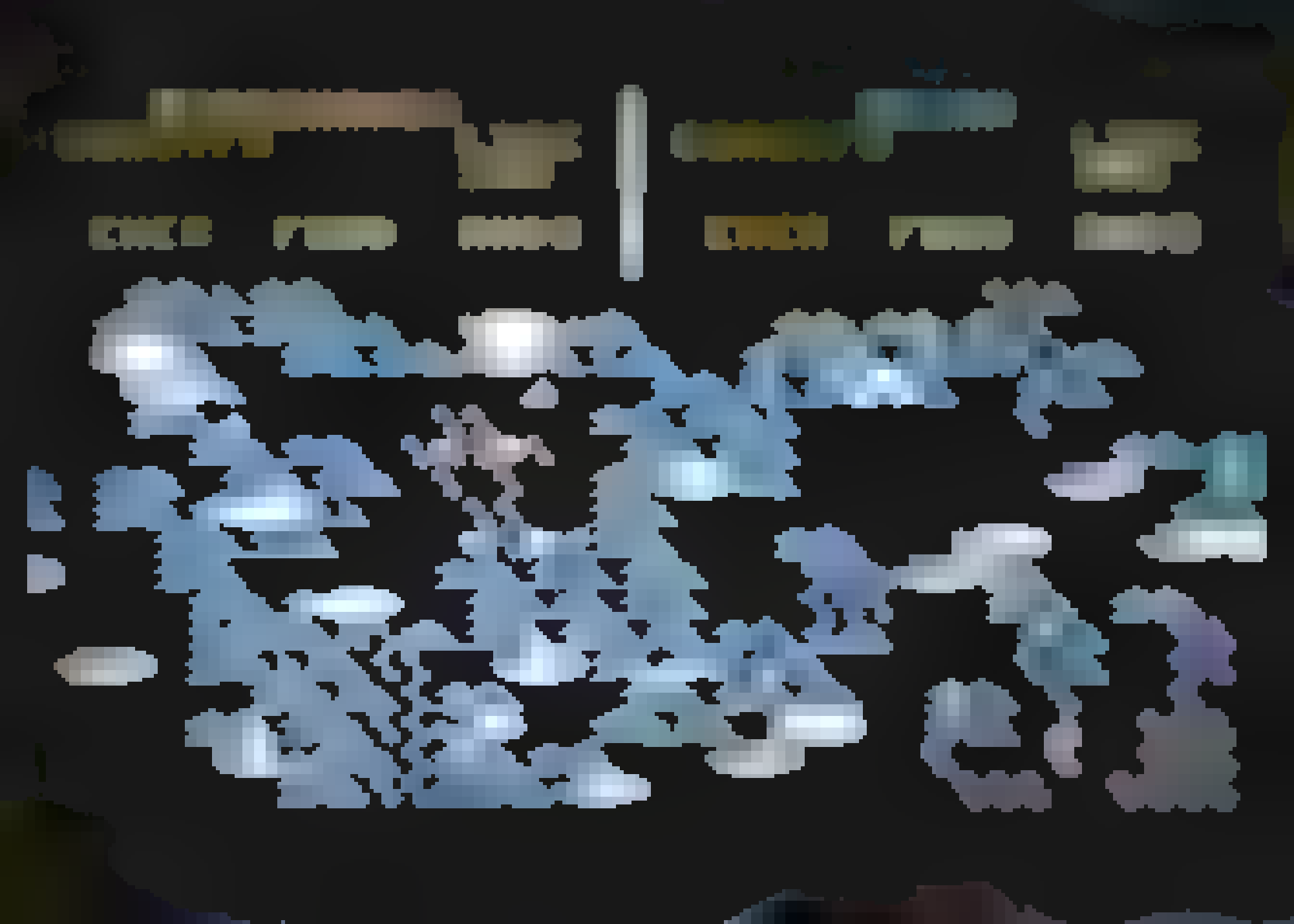
BY CHUCKLE

[illegible] for years by
[illegible]

[illegible]







PLAYER 1

TYPE IN A HERO NAME AND PRESS RETURN

ATARIMANIA

TRAITS

ARMOR

MUSCLE

SPEED

MIND

LIFE 120

STARS

KILLS

SENTINELS



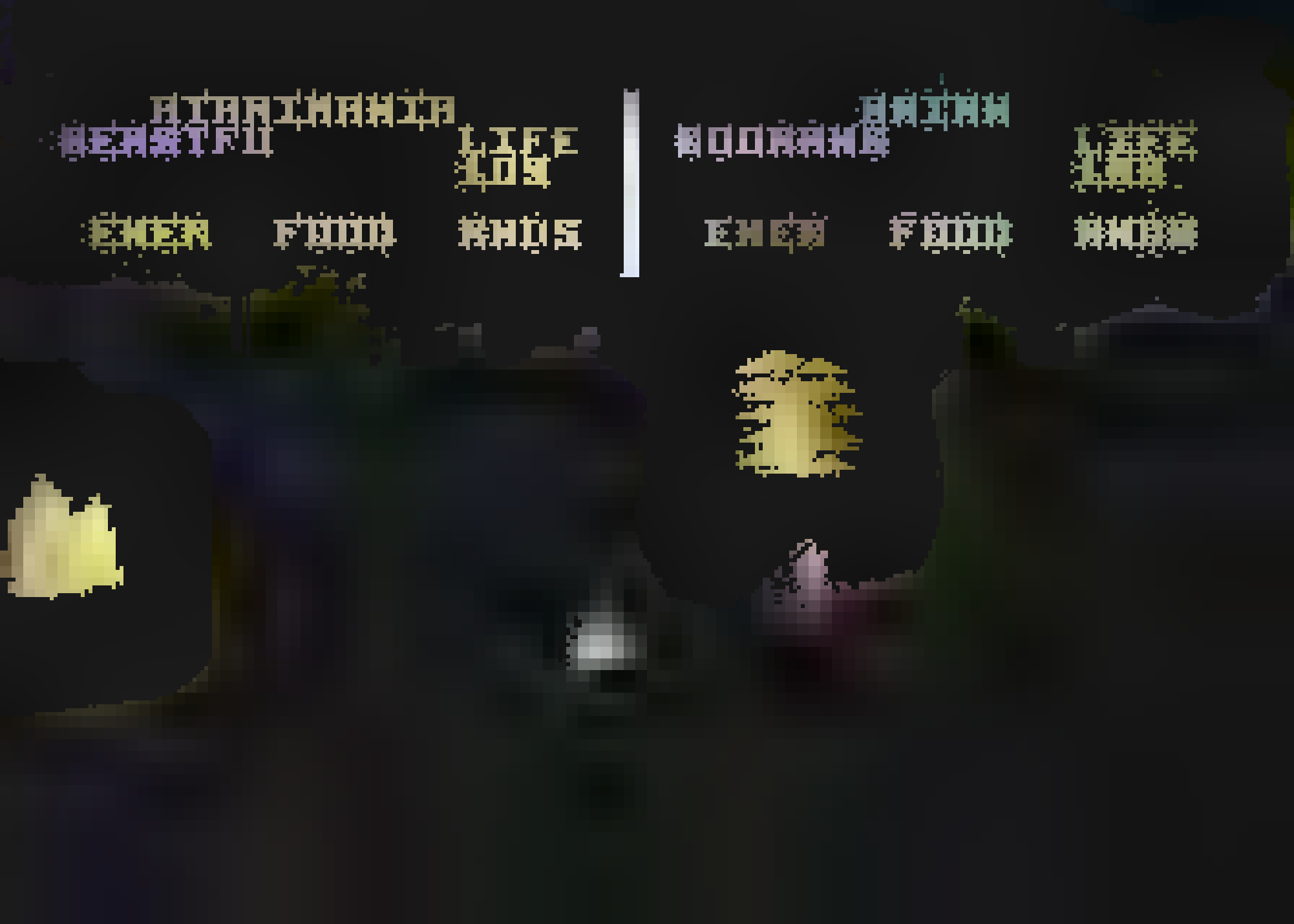
WEAPONS

WEAPON

SPECIAL

SUPPLIES

FOODS


LIFE
LIFE

MAIL ORDER MONSTERS

BY PAUL REICHE III EVAN ROBINSON
NICKY ROBINSON

CHOOSE A BODY

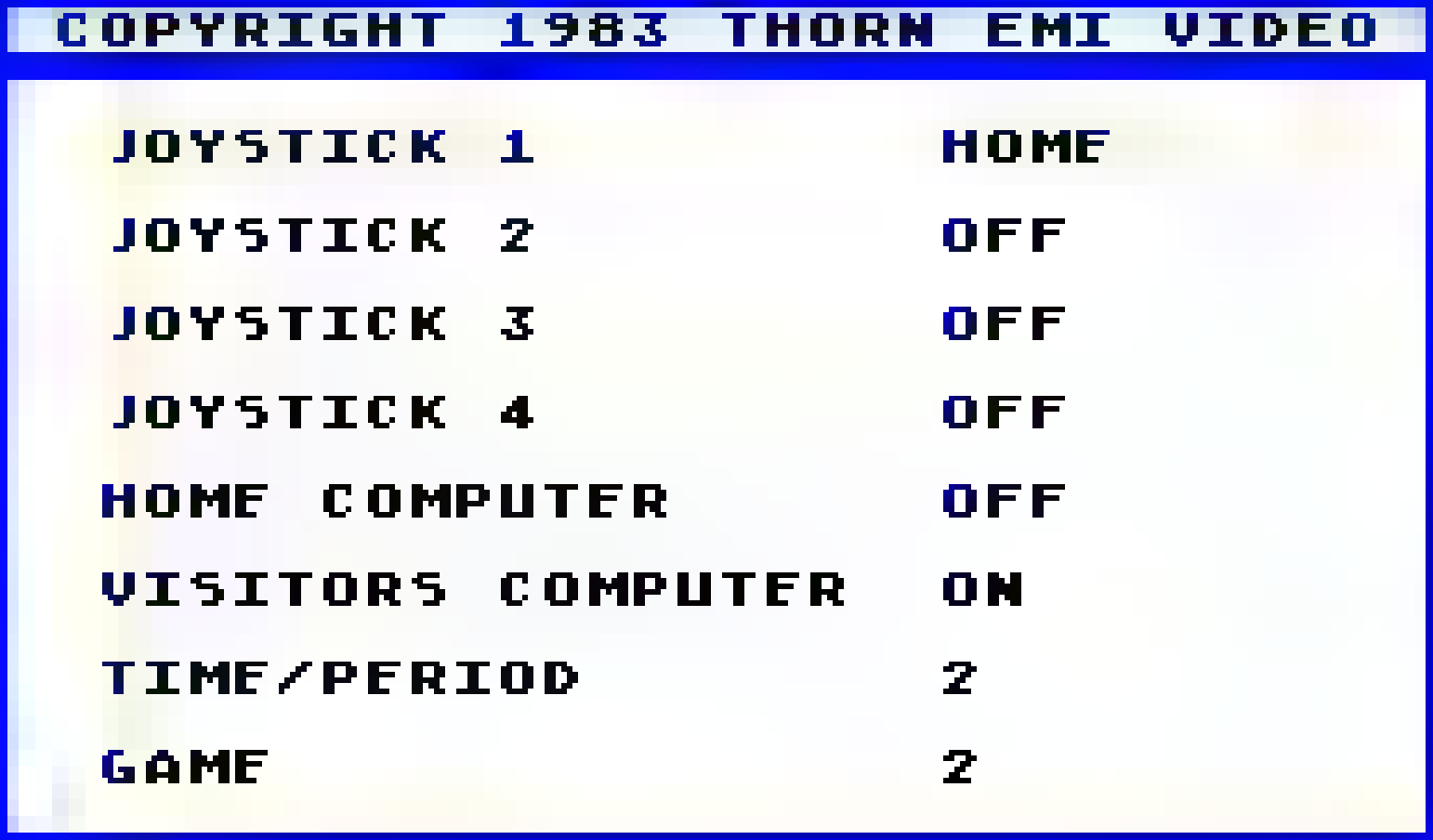


OPTION- 1 PLAYER SELECT- BEGINNER

ELECTRONIC ARTS

(C) 1985-88 REICHE ROBINSON AND ROBINSON
ATARI VERSION BY

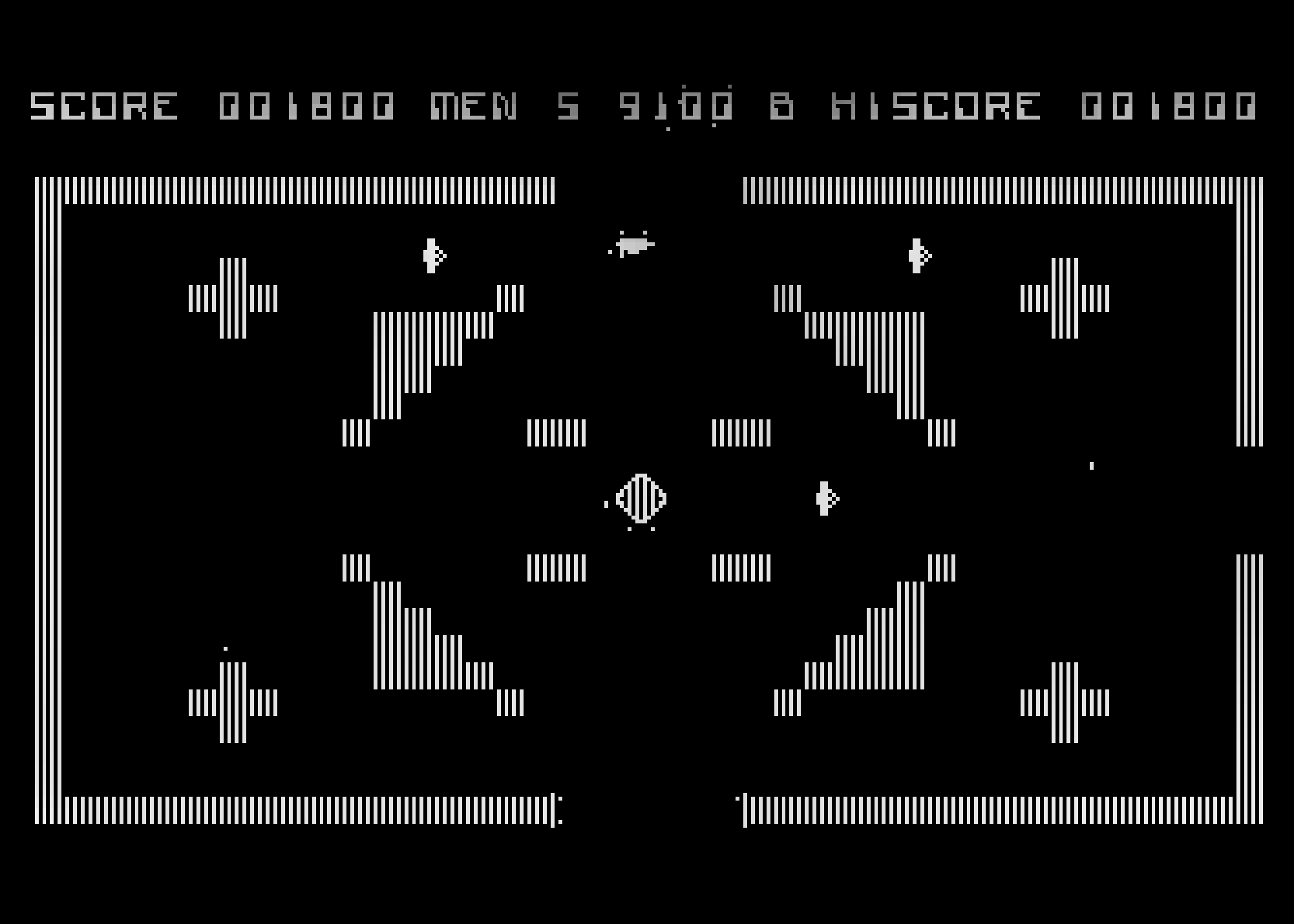

HOME
TIME 02:00
1st PERIOD
VISITORS
GHT 1983 THORN EMI V

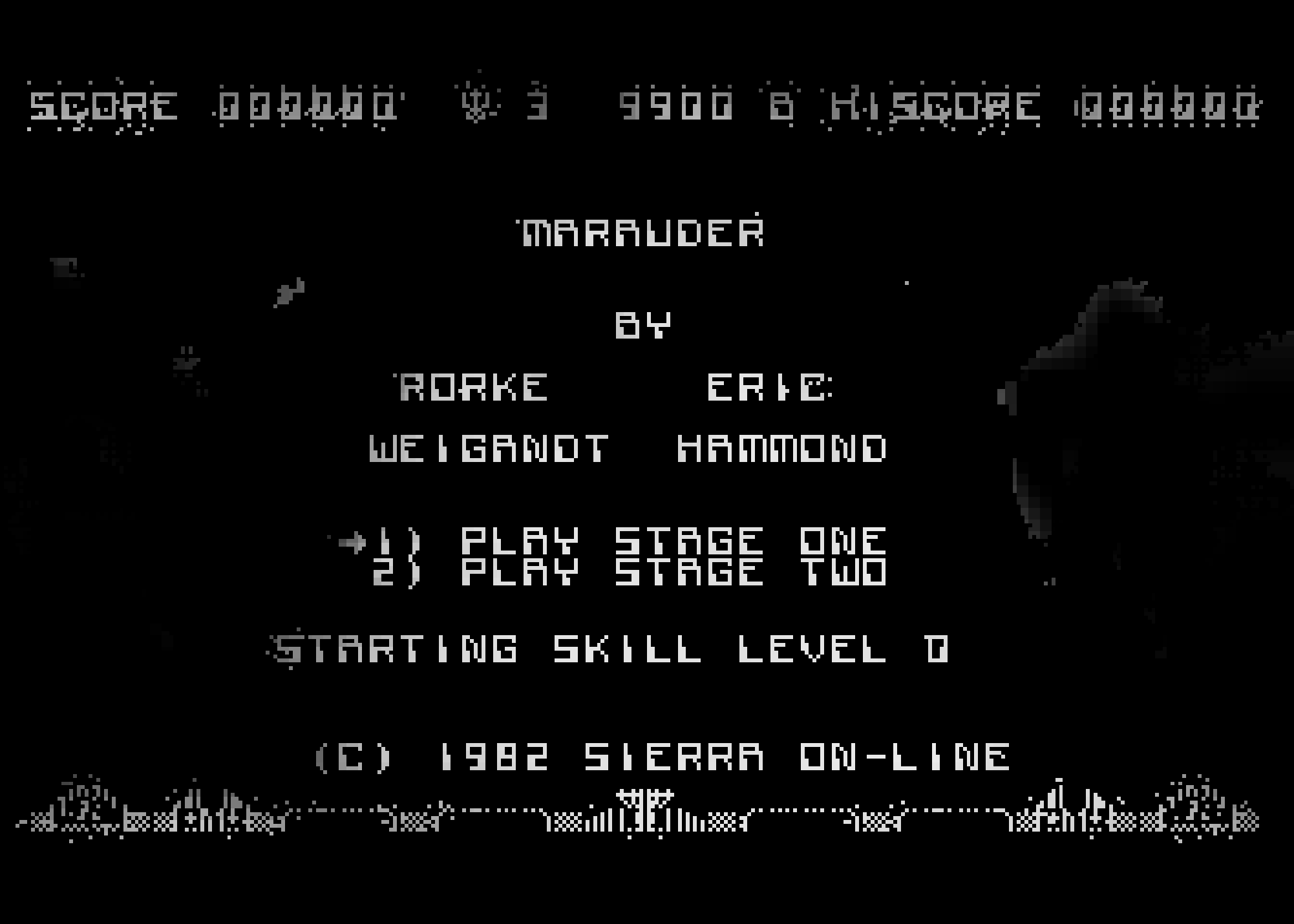

COPYRIGHT 1983 THORN EMI VIDEO
JOYSTICK 1 HOME
JOYSTICK 2 OFF
JOYSTICK 3 OFF
JOYSTICK 4 OFF
HOME COMPUTER OFF
VISITORS COMPUTER ON
TIME/PERIOD 2
GAME 2

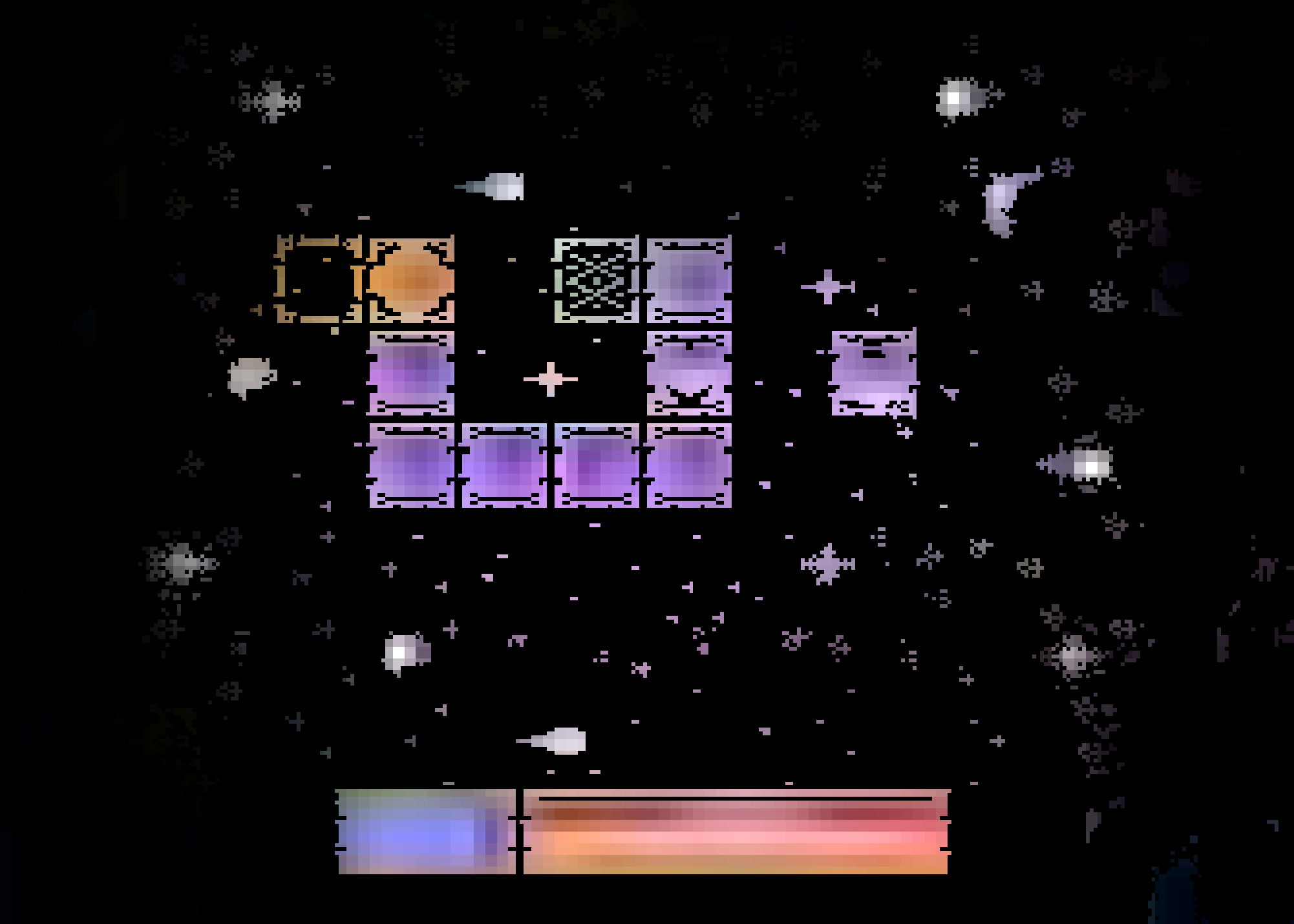

HOME
TIME 01:57
1st PERIOD
VISITORS
HOCKEY COPYRIGHT 19

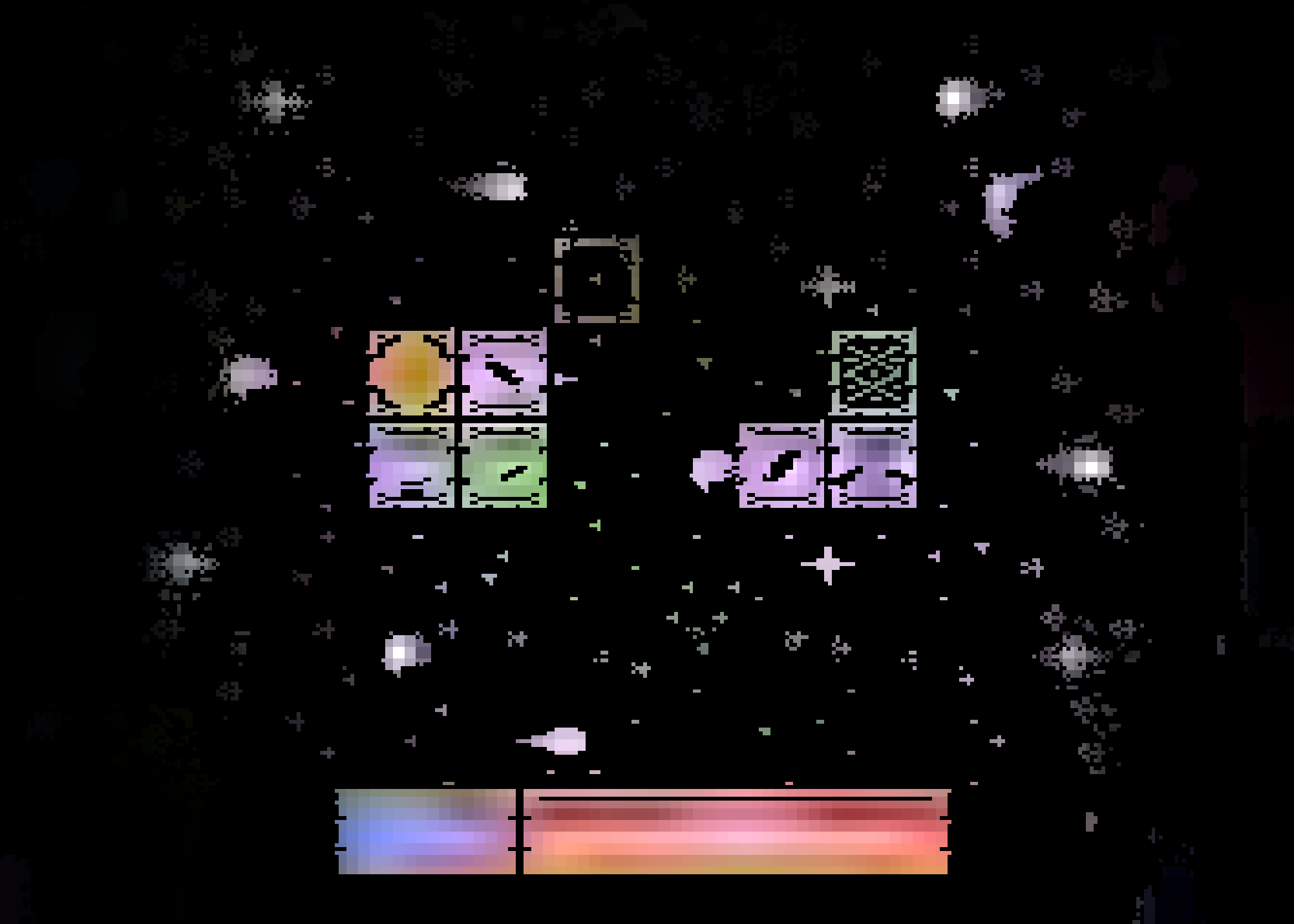
MAJOR LEAGUE HOCKEY


SCORE 000000 3 3800 6 HISCORE 000000


SCORE 001800 MEN 5 9100 B HISCORE 001800


SCORE 000000 3 9900 B HISCORE 000000
MARAUDER
BY
ROBERT ERIC
WEIGANDT HAMMOND
1) PLAY STAGE ONE
2) PLAY STAGE TWO
STARTING SKILL LEVEL 0
(C) 1982 SIERRA ON-LINE







CODE : MAAN

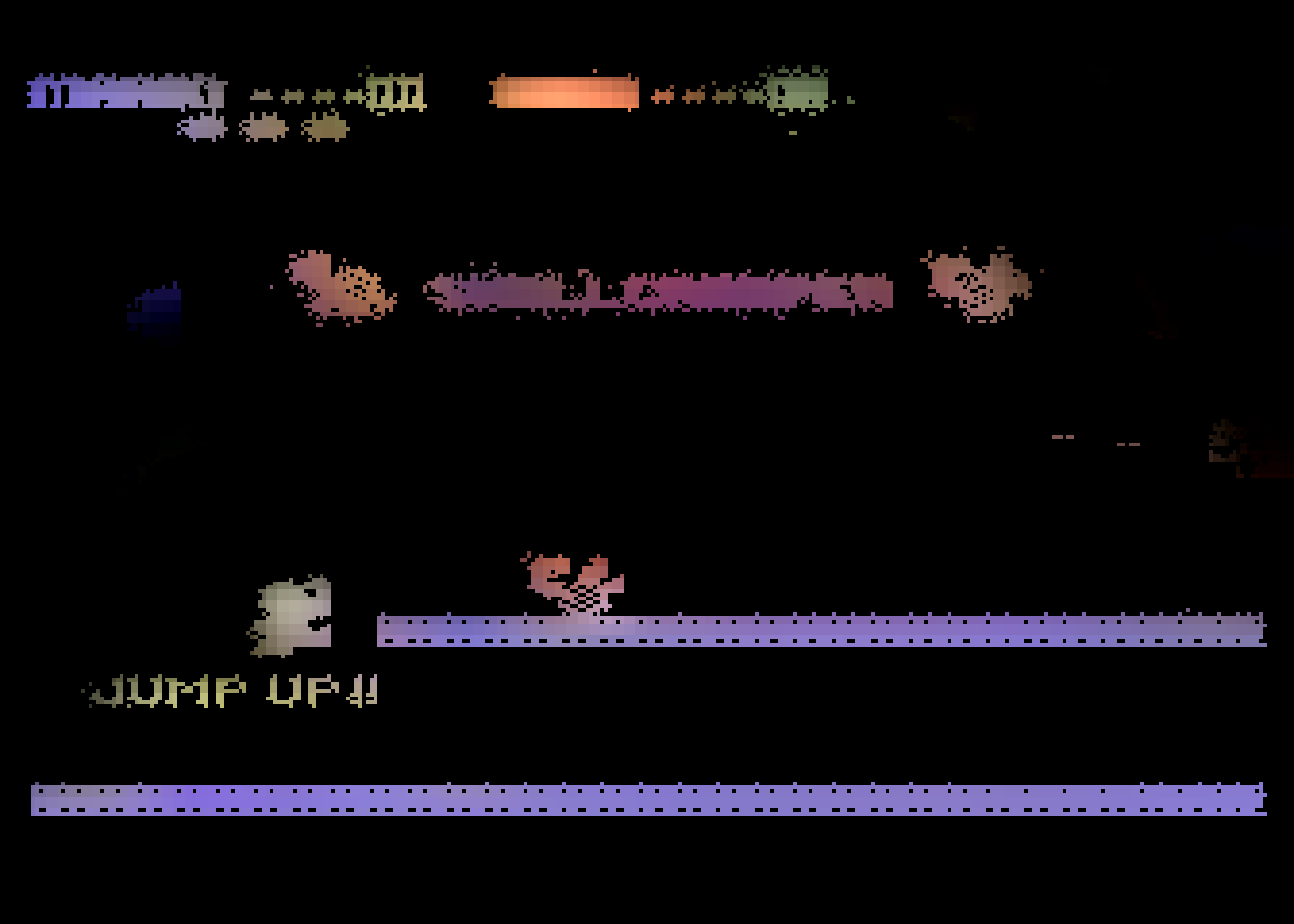
VISUALS : PG

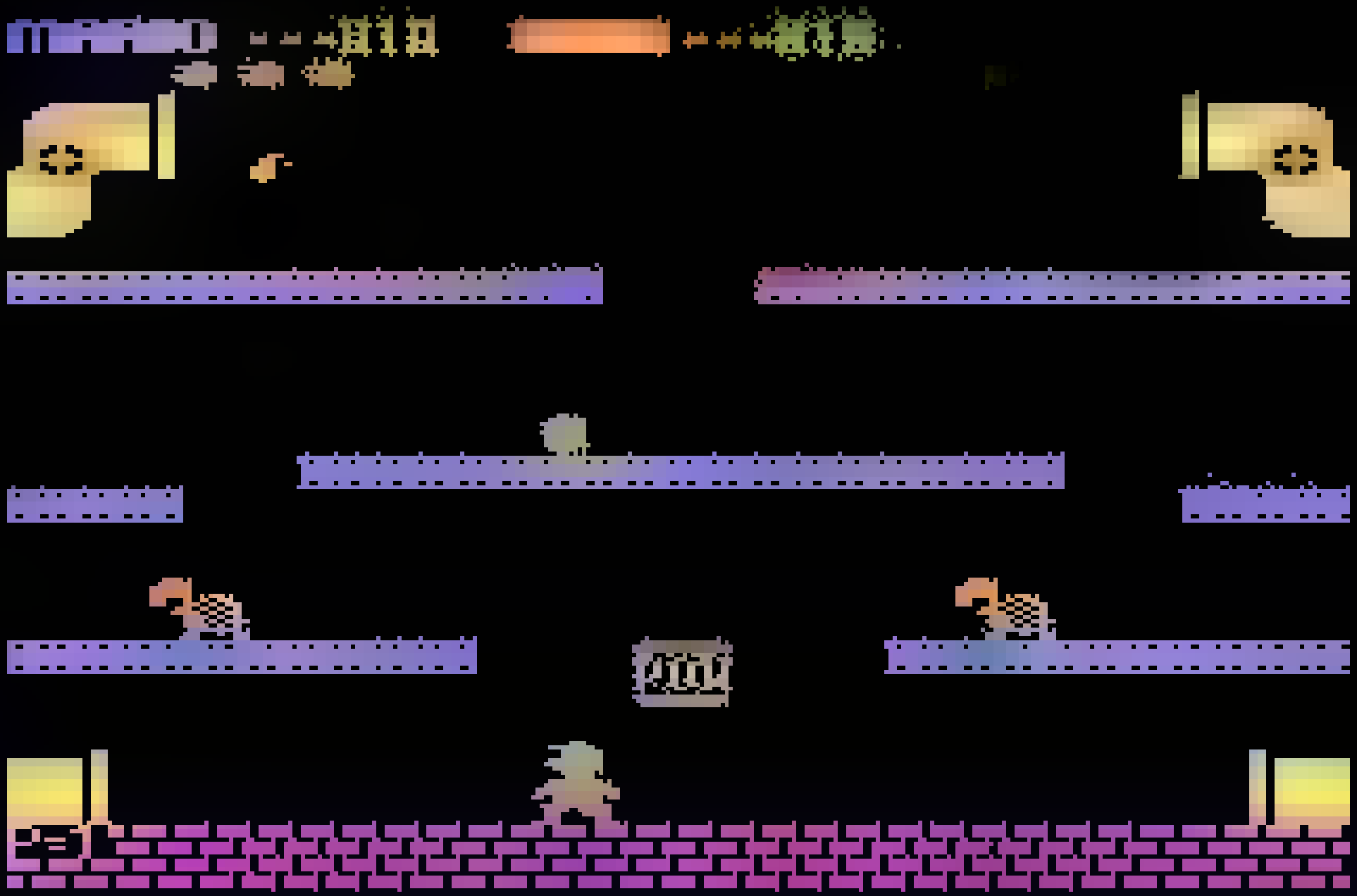
AUDIO : MIKEM

START : PLAY

SELECT : ENTER PASSWORD

PRODUCED IN 2011


JUMP UP!




MARIO -12900
-12900
17.5
TEST YOUR SKILL
PHASE 3
POW

MARIO ×23 000

×23 000

MARIO BROS.



PRESS 'SELECT' FOR
OF PLAYERS



PRESS 'OPTION' TO
SELECT LEVEL

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SHIP'S LOG

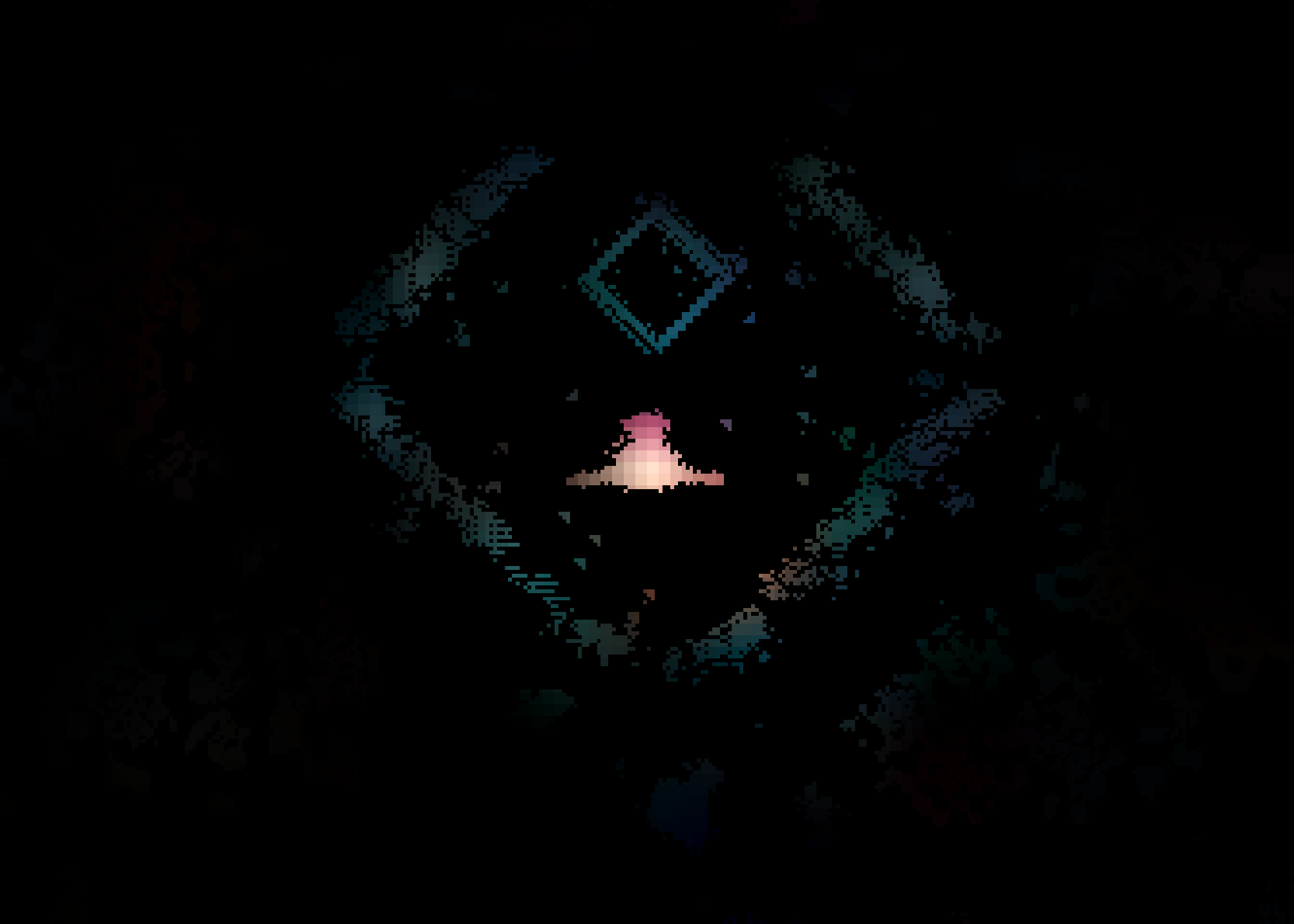
CAPT. ATARIMAN
DAYS AT SEA 8
CREW MEMBERS 4
CAPITAL 4658
MAX DAYS 1

WEATHER CLEAR

CHART
DIVE
TREASURE
BUOY DROP







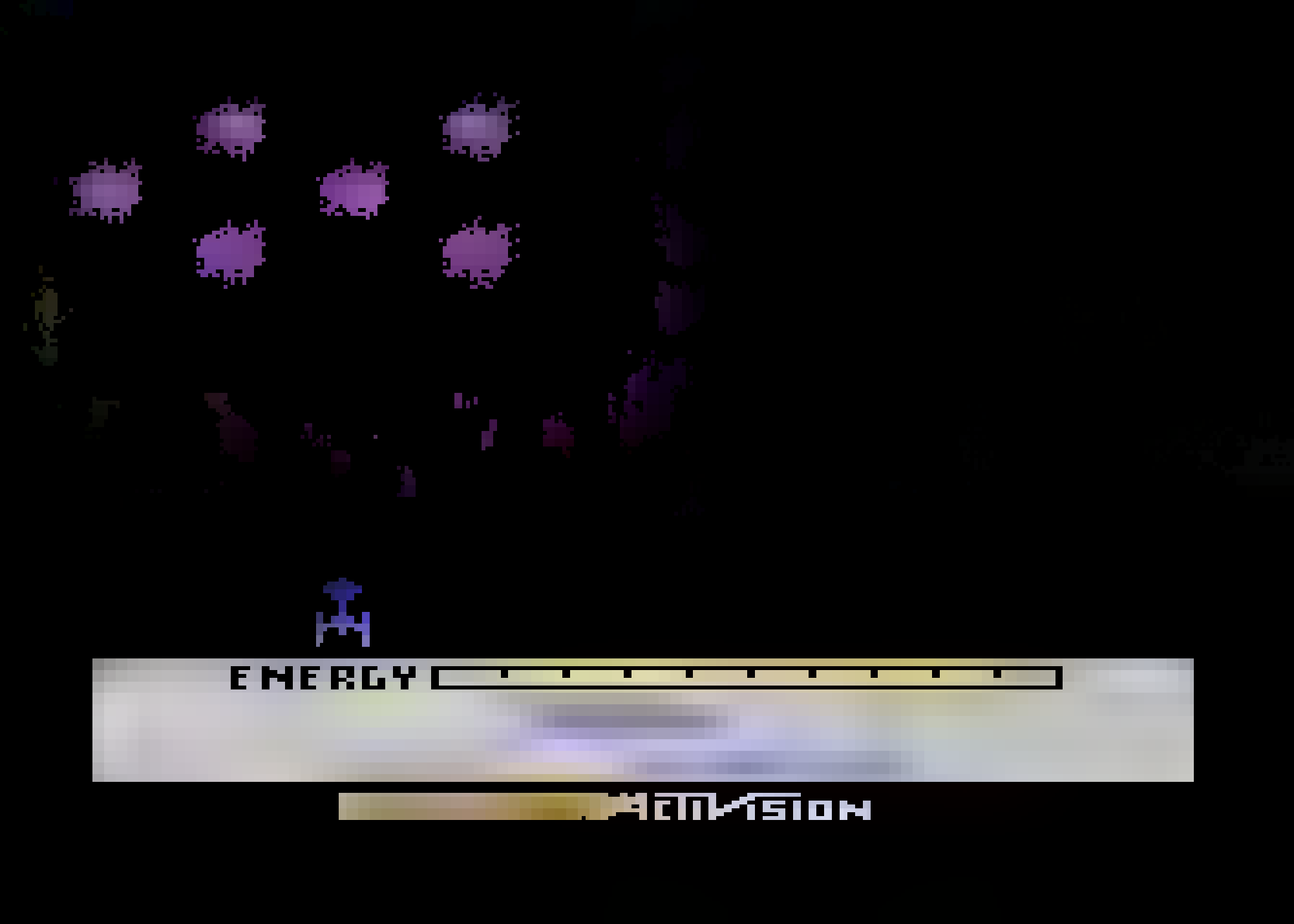
MASTER OF THE LAMPS™

©MCMLXXXV ACTIVISION INC.




ENERGY
ACTIVISION


ENERGY
ACTIVISION


ENERGY
ACTIVISION


MEGAMANDA


LOC
ALT
SPEED
COMP
MAXIMUM REVERSE THRUST


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SPEED
+0000
COMP
PRESTINIUM DESTROYED


LOC
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COMP


LOC
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SPEED
COMP


MERCENARY


LOC
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SPEED
COMP
MAXIMUM REVERSE THRUST

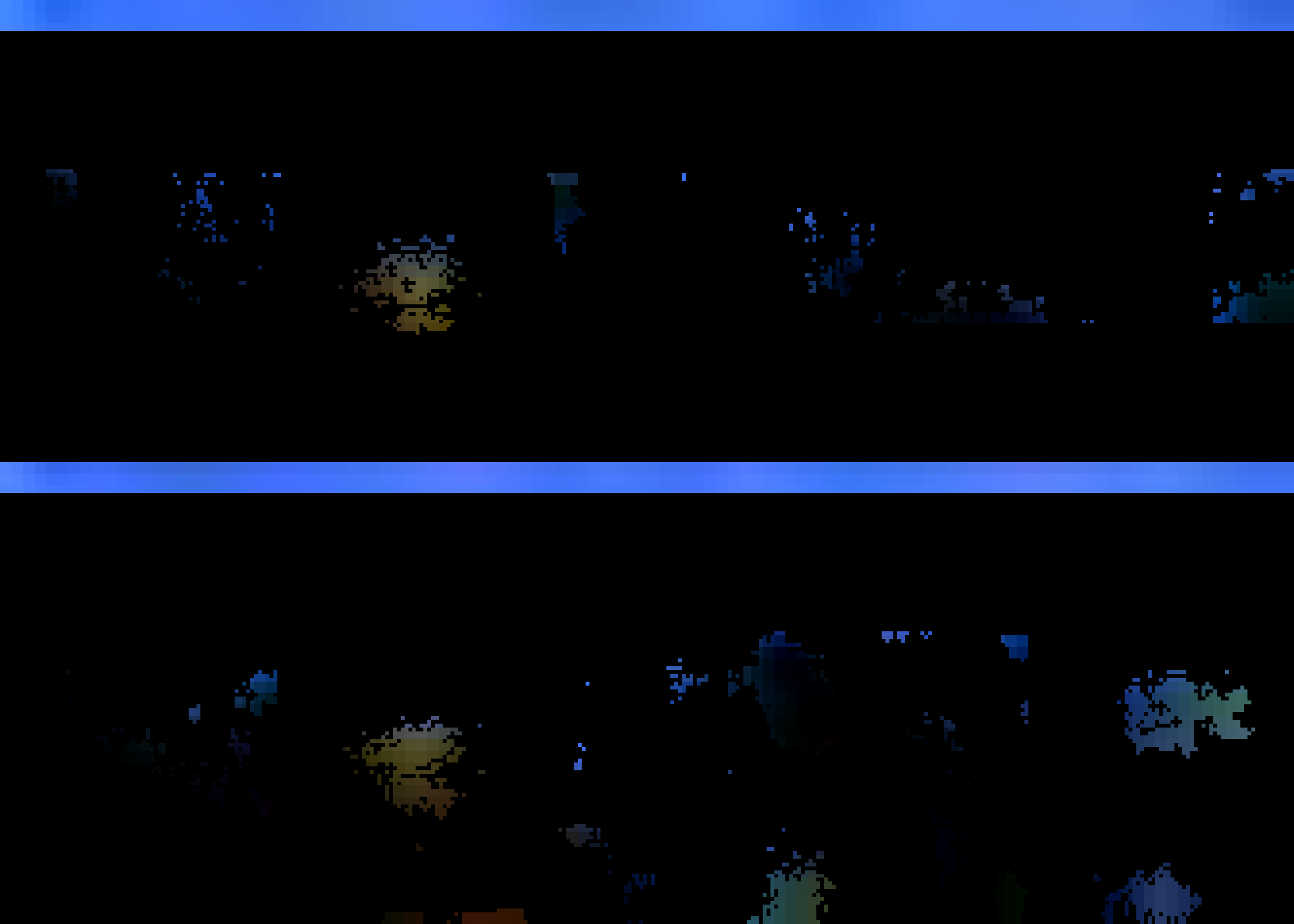

E.
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PALYARS AND MECHANOIDS


EL
LOC
04-01
ALT
00059
SPEED
+1246
COMP

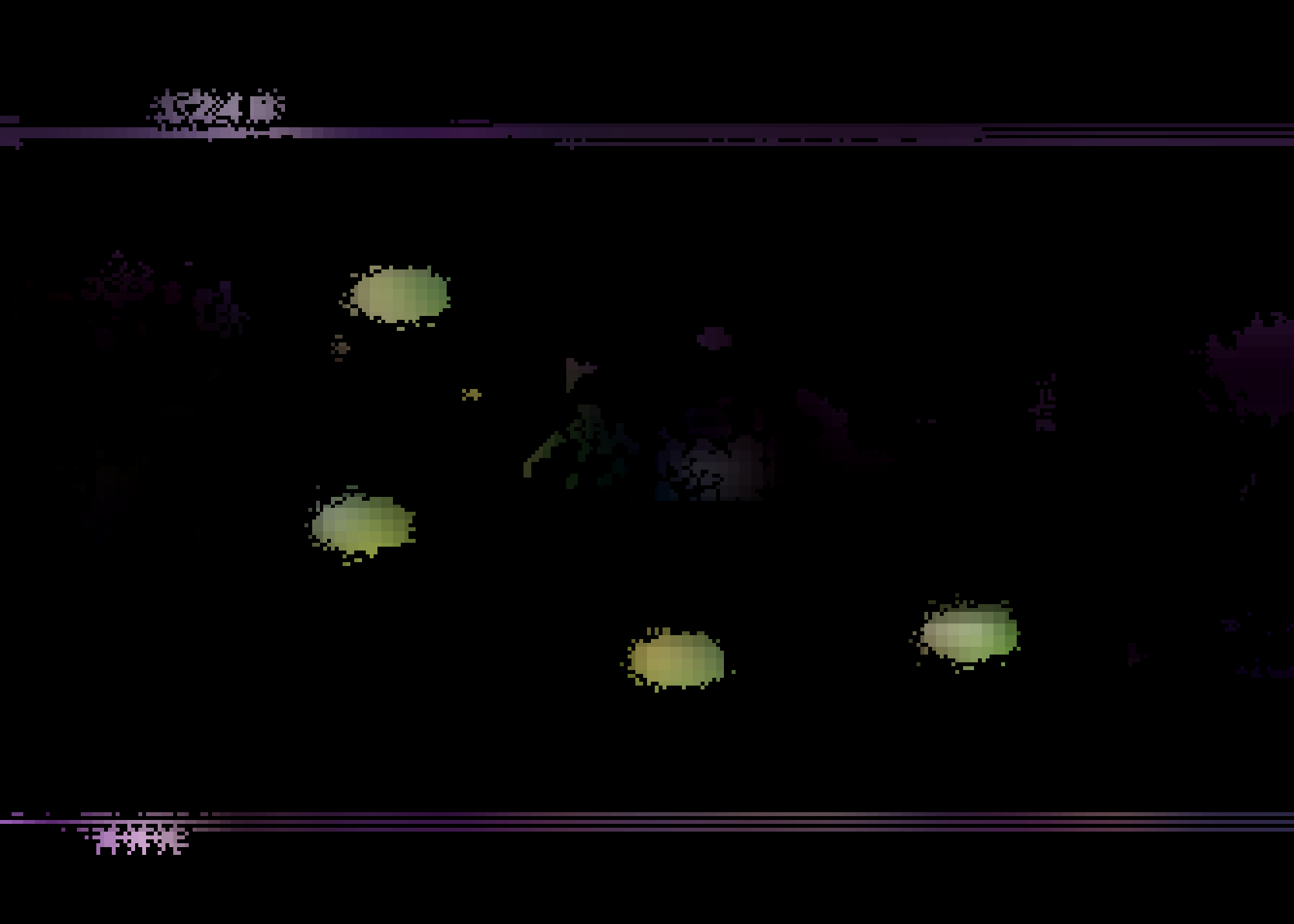

MERCENARY


METEOR

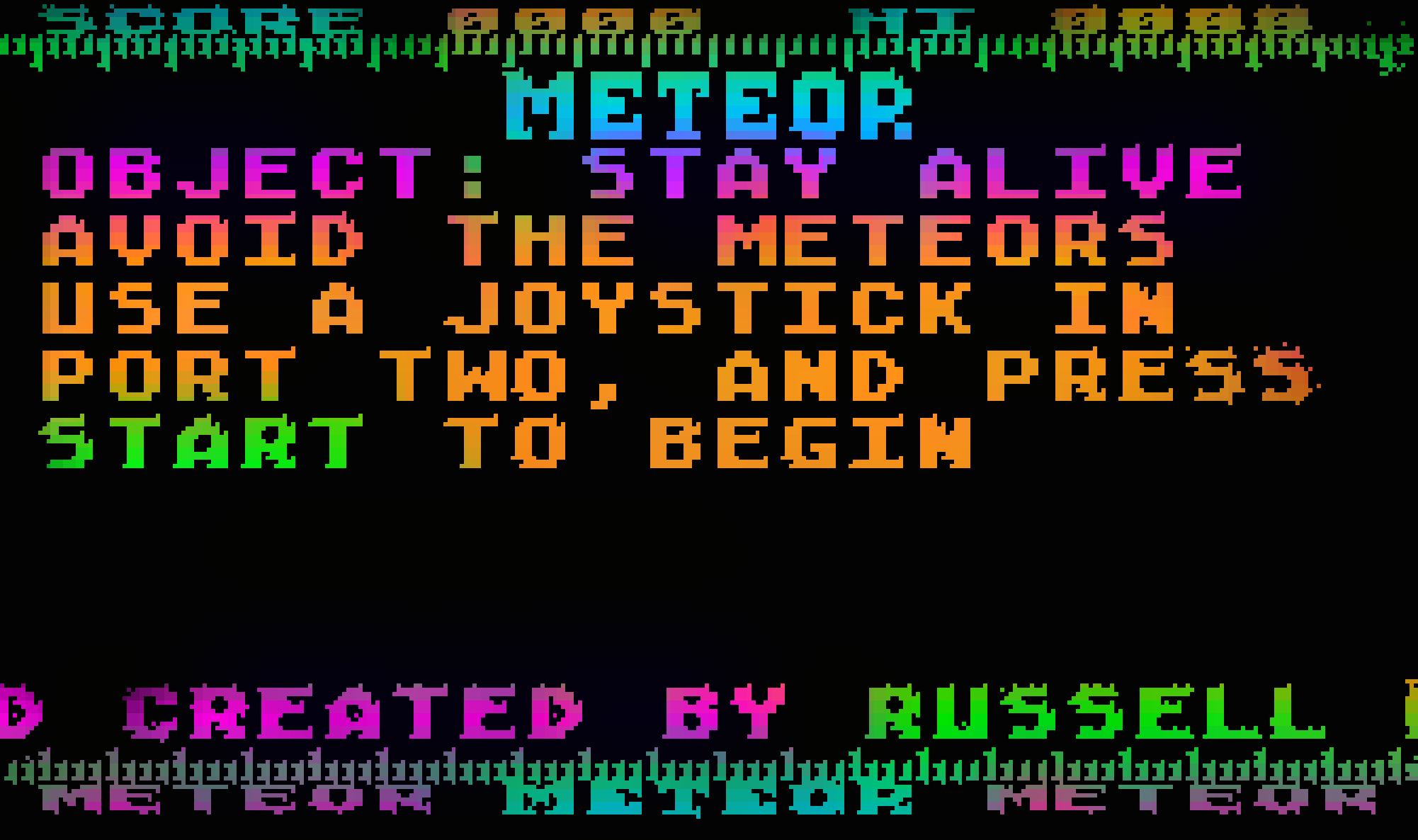


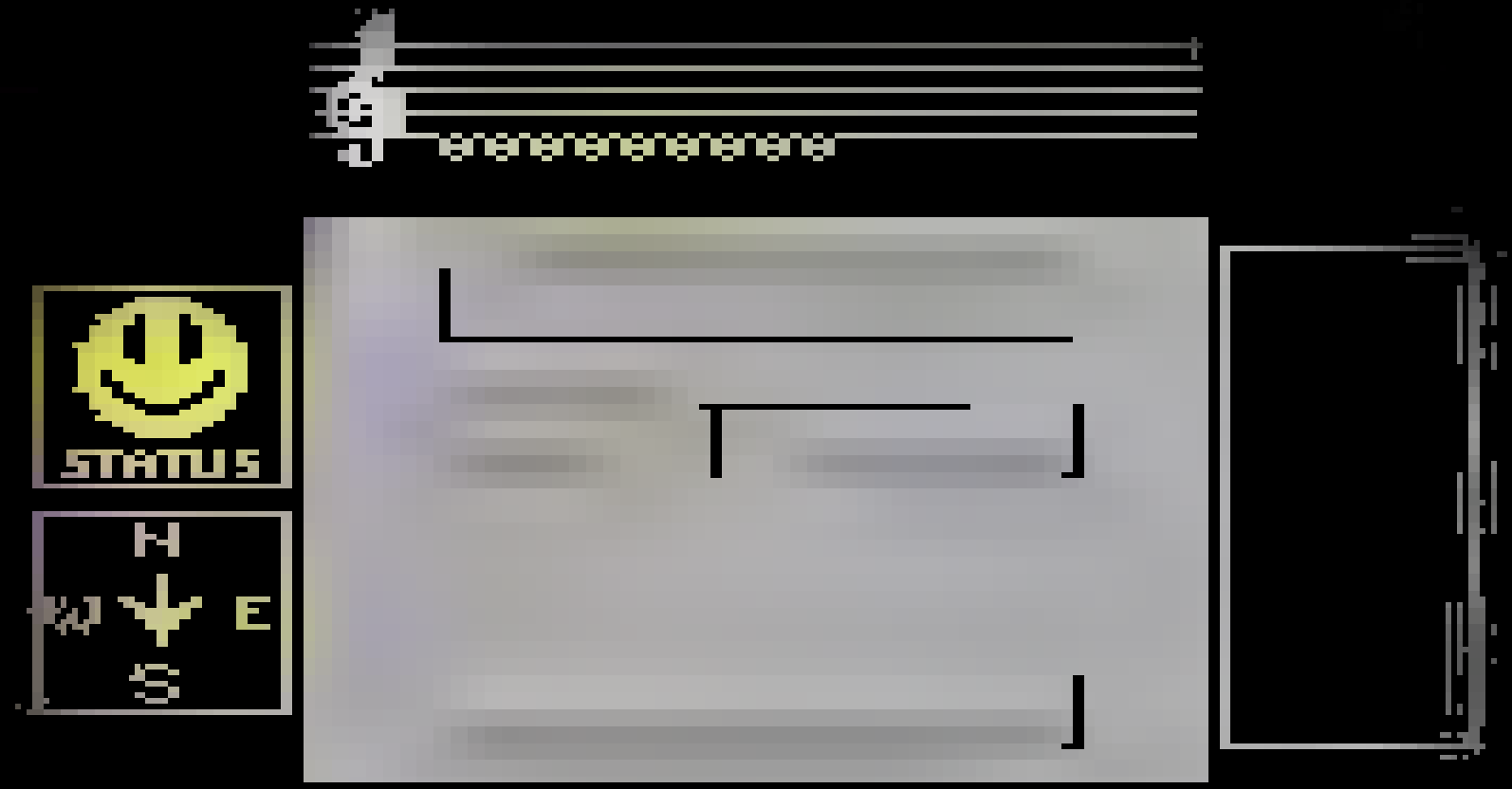

METEOR
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GERM-SOFT


METEOR
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METEORITE


METEOR
OBJECT: STAY ALIVE
AVOID THE METEORS
USE A JOYSTICK IN
PORT TWO, AND PRESS
START TO BEGIN
CREATED BY RUSSELL
METEOR METEOR METEOR



Multi-Machine Maze Mayhem!
MIDImaze/XE Version 1.00
Copyright (c) 1989 XANTH P/X
(c) 1989 ATARI Corp.



Drone (E) says Have a nice day!

Multi-Machine Maze Mayhem!
MIDImaze/XE Version 1.00
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Multi-Machine Maze Mayhem!
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Multi-Machine Maze Mayhem!
MIDImaze/XE Version 1.00
Copyright (c) 1989 KANTH F/X
(c) 1989 ATARI Corp.



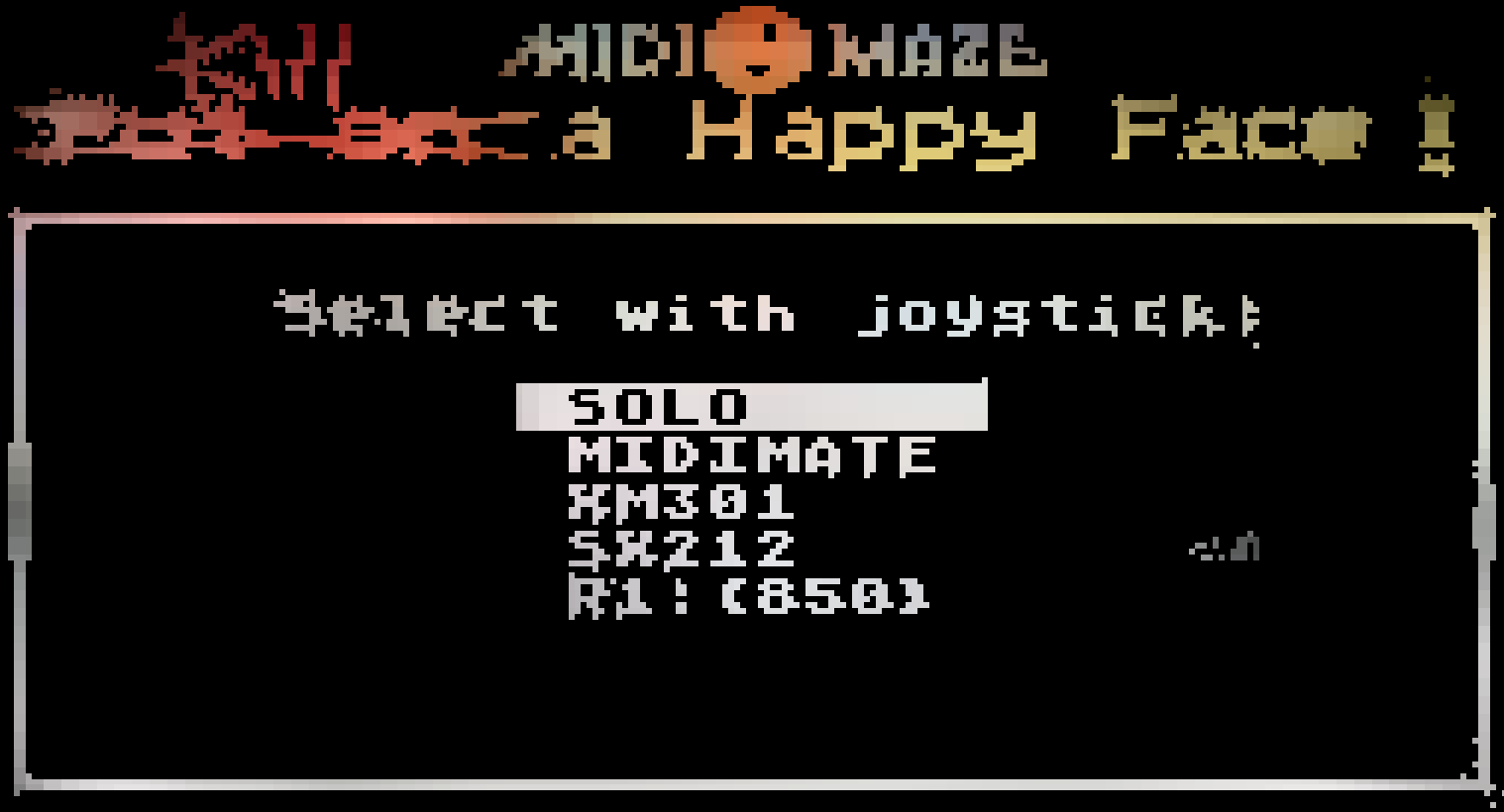
D

Multi-Machine Maze Mayhem!
MIDImaze/XE Version 1.00
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(c) 1989 ATARI Corp.



You win!

Multi-Machine Maze Mayhem!
MIDImaze/XE Version 1.00
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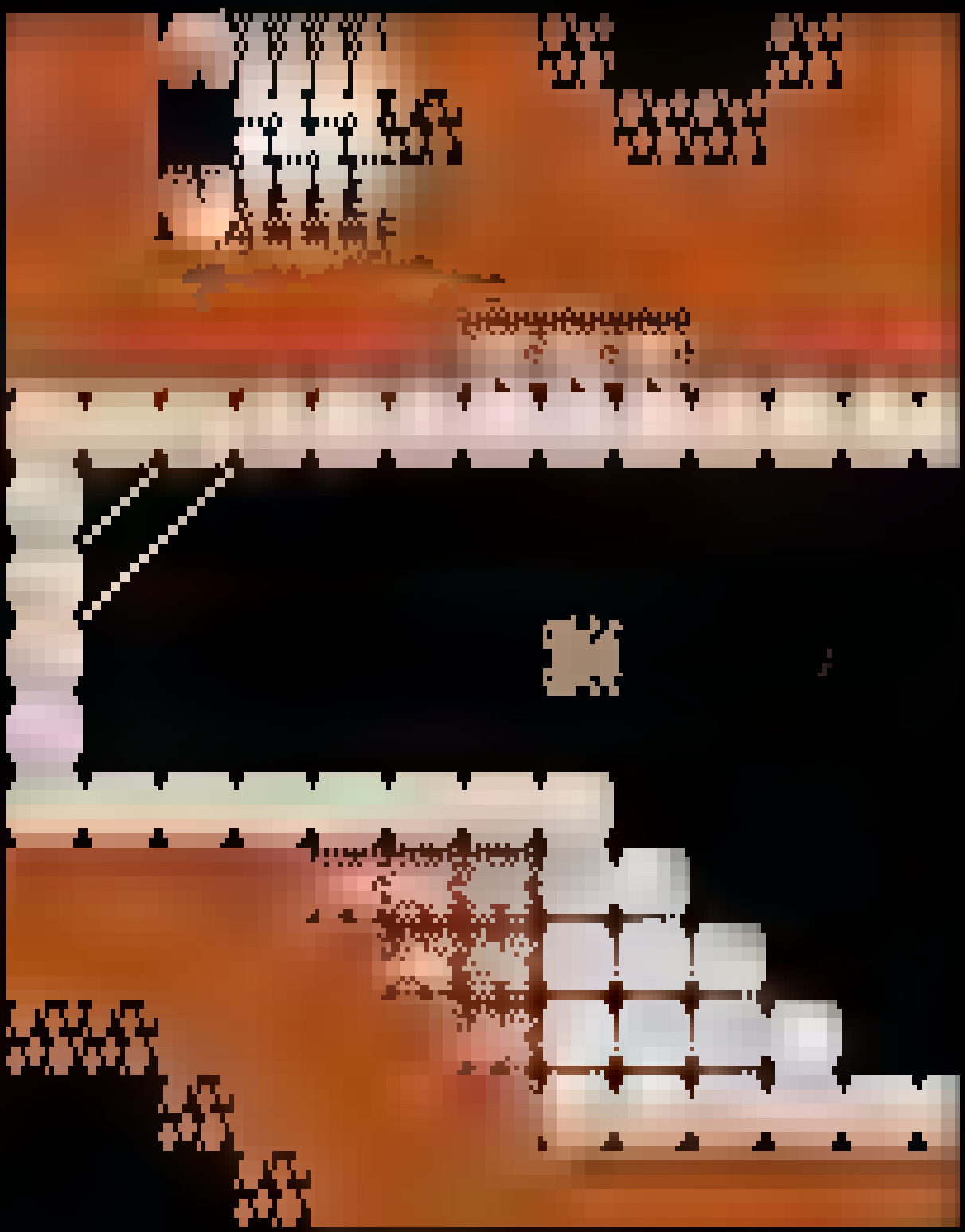


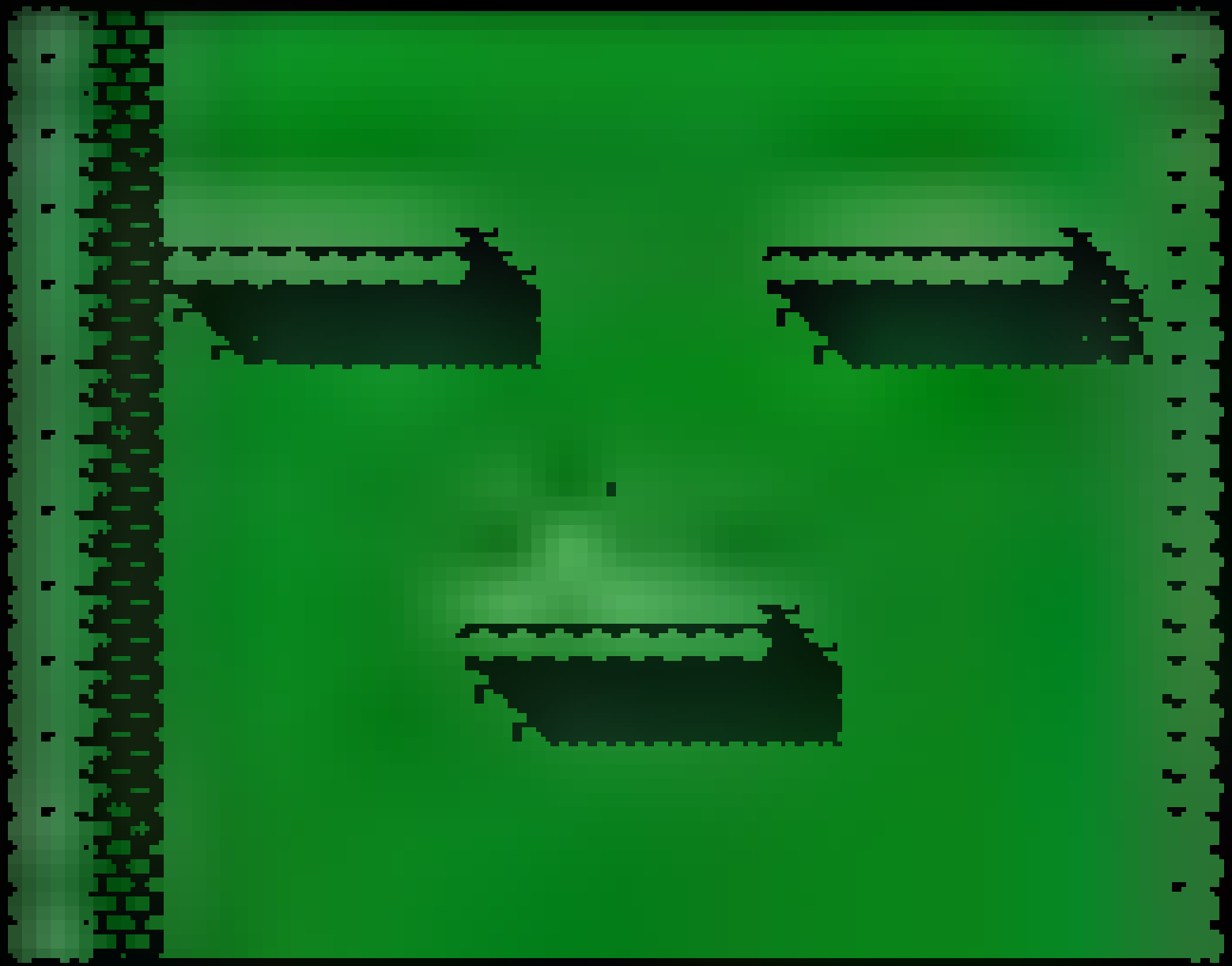
Multi-Machine Maze Mayhem!
MIDImaze/XE Version 1.00
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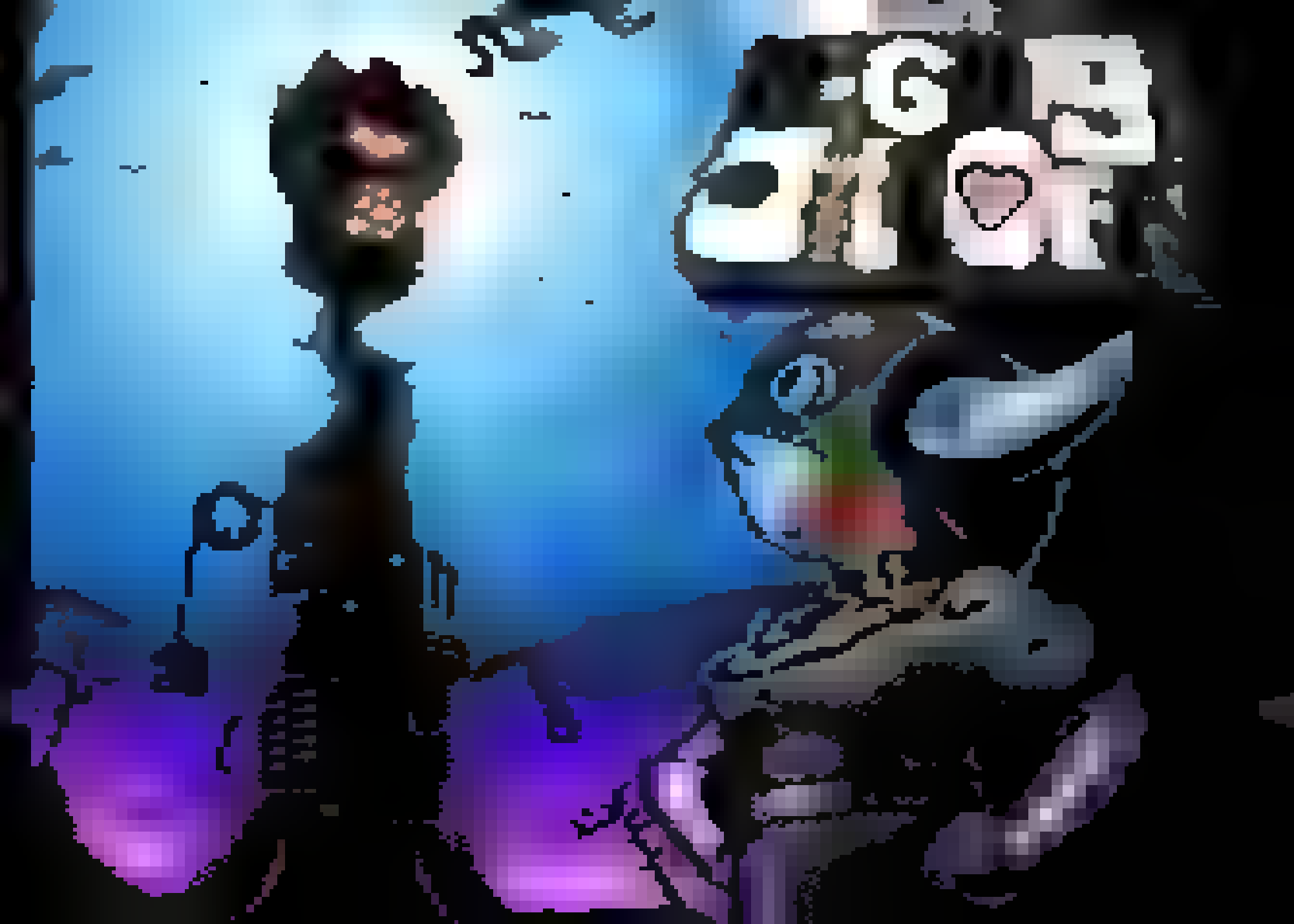

Pwr:10 Alt:8130
Spd:140

MiG Alley Ace

BY ANDY NOLLS






GOD
OF

SPEED 14 POSITION 61

ENERGY

GEAR 01 TIME 09 06 SCORE 0005



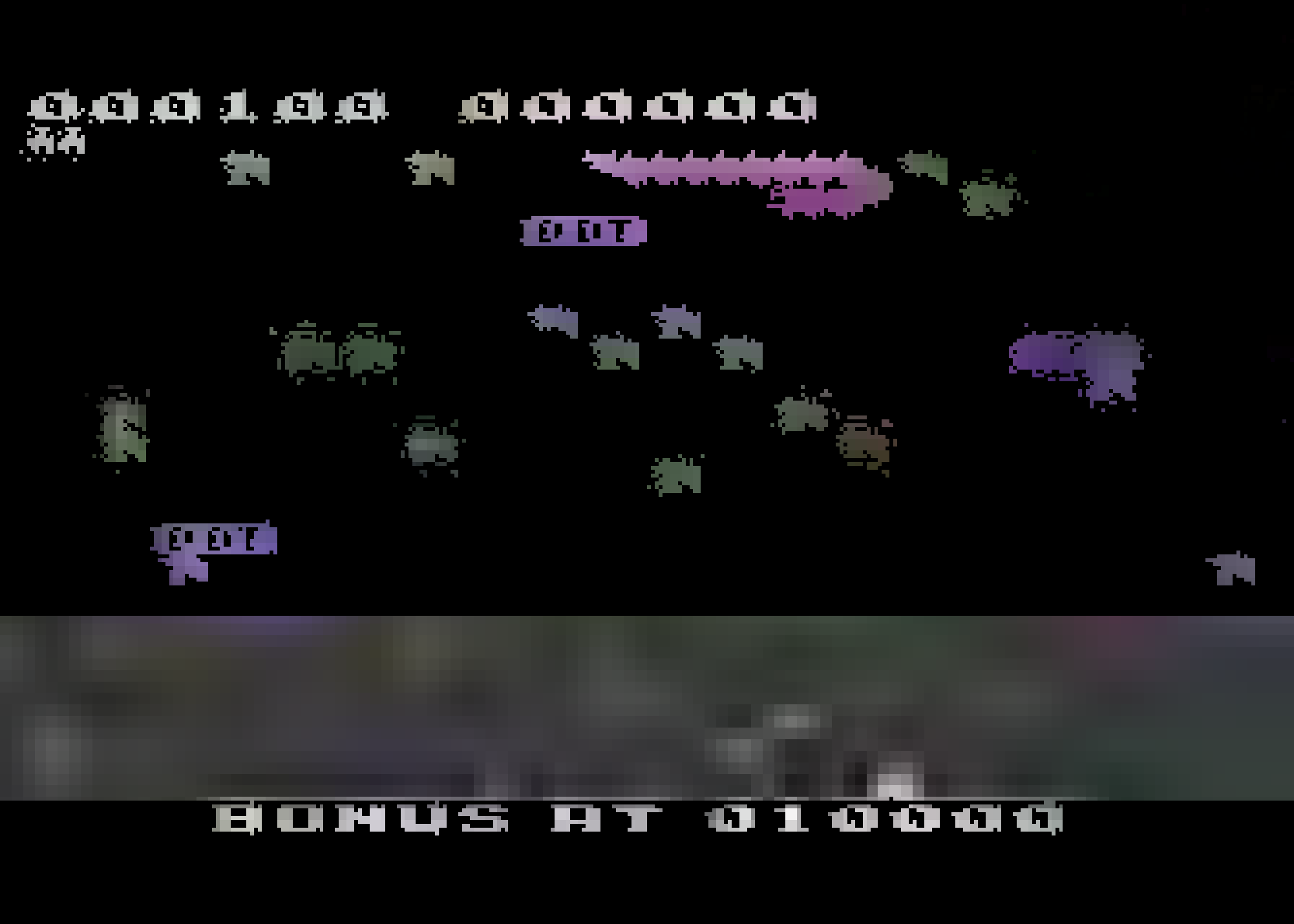
MASTERTRONIC

PRESENT

MILK RACE

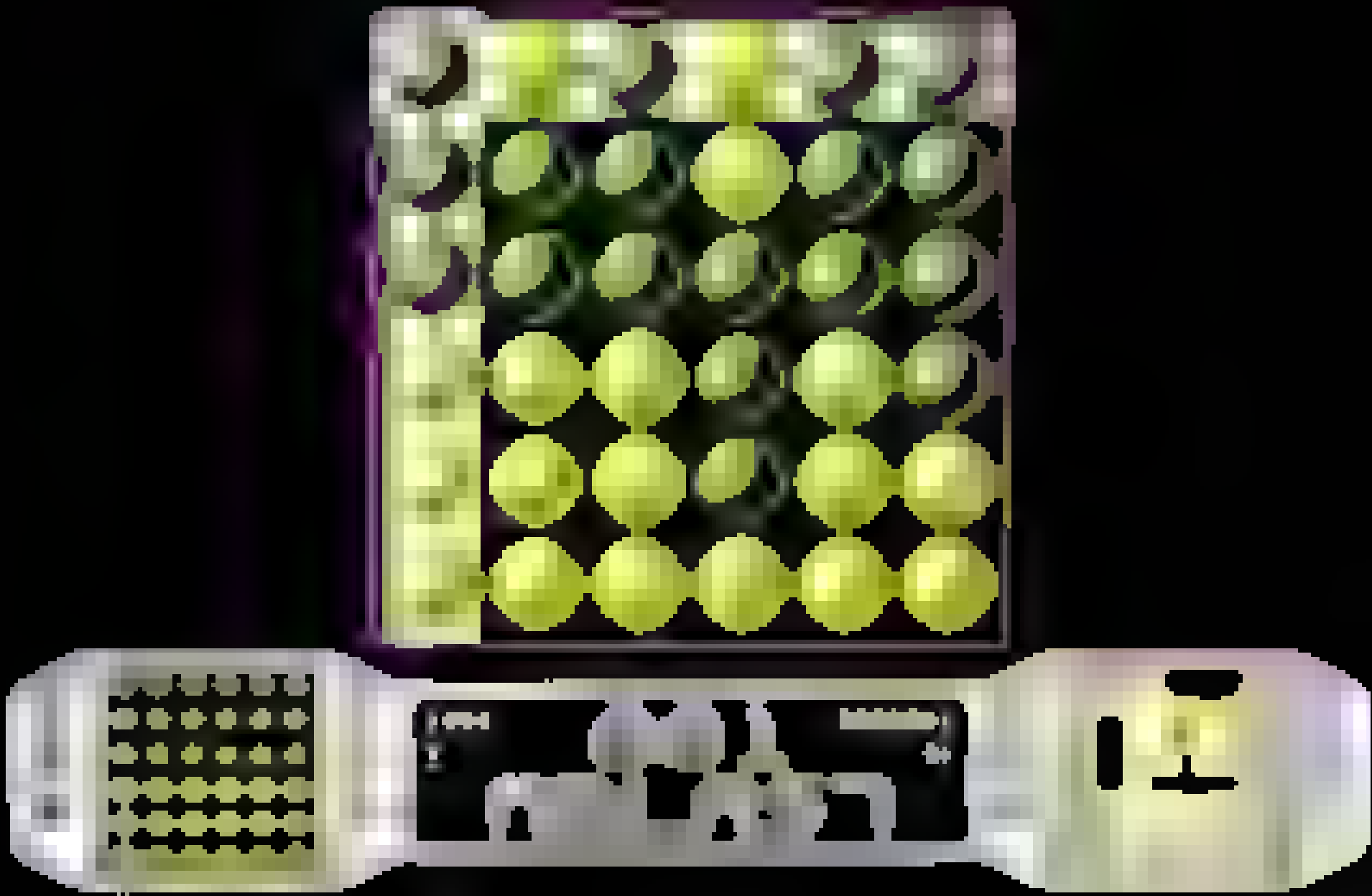
PRESS 'M' FOR MUSIC ON/OFF

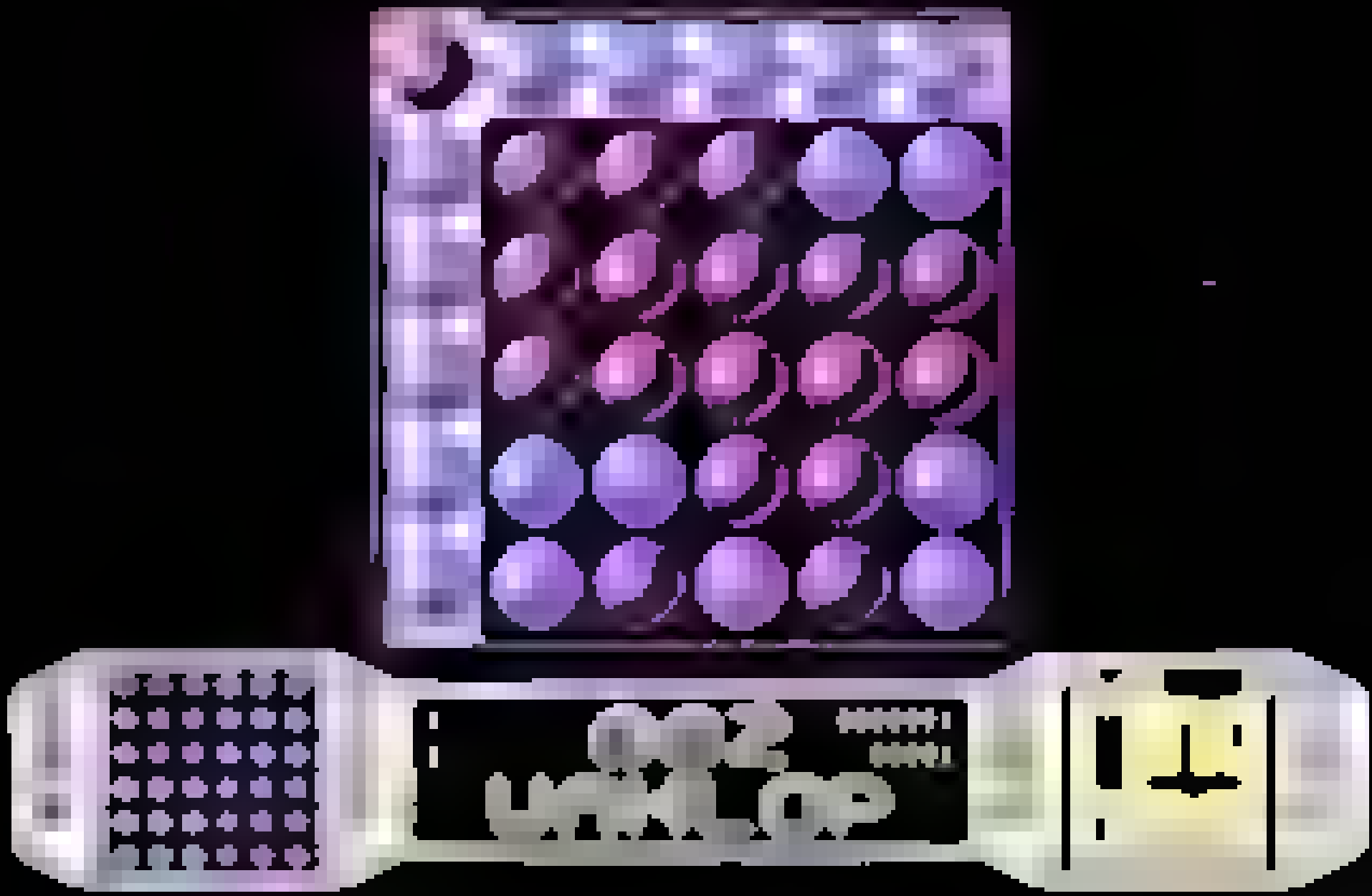
ZX81 VERSION BY P. MARSHALL
MUSIC BY TONY WILLIAMS
ICON DESIGN LTD.


BONUS AT 010000


BONUS AT 010000


millipede
ONE CONTROLLER
ONE PLAYER
PRESS START
© 1982 ATARI



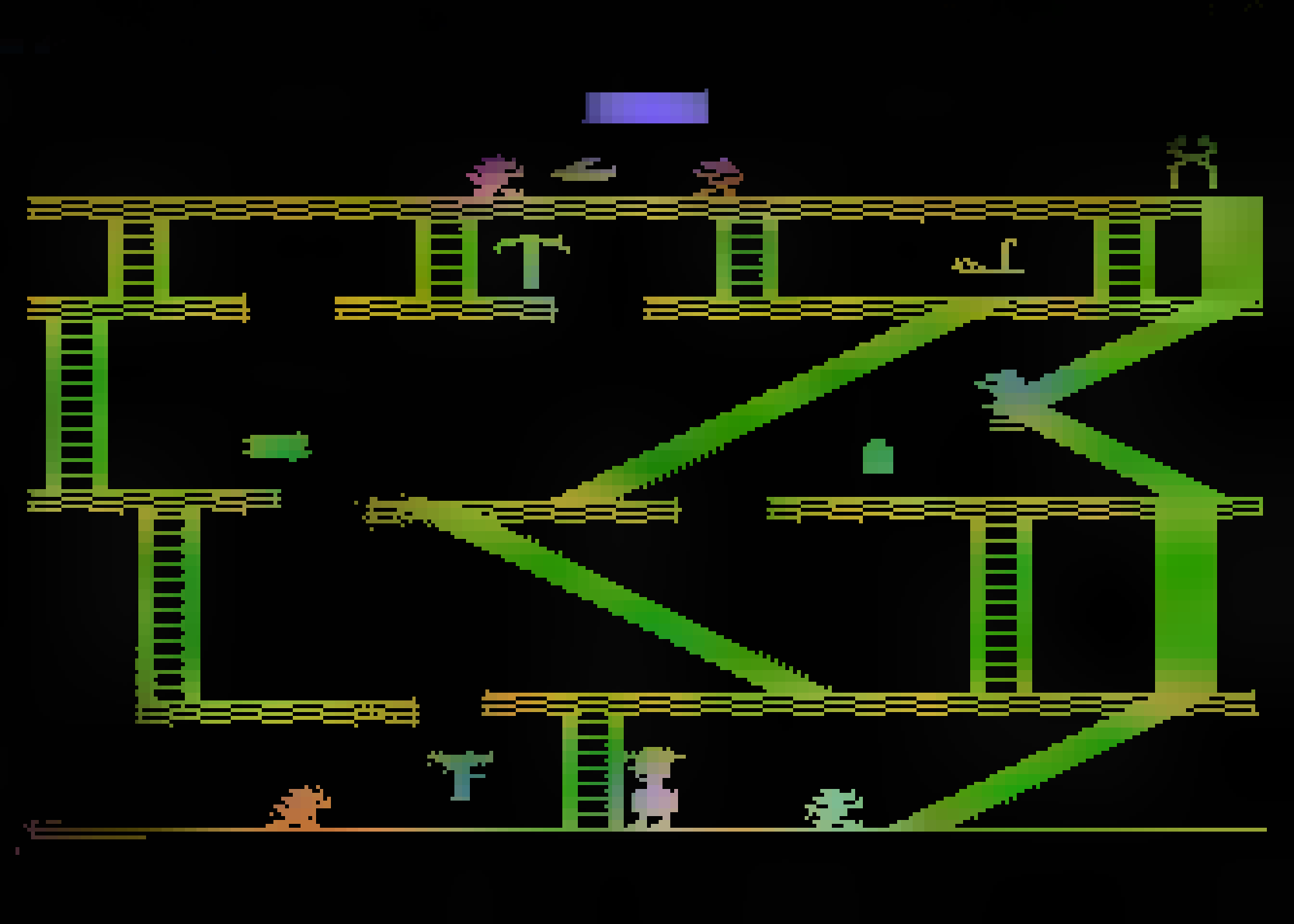






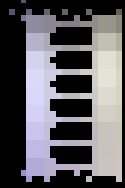
CODE
FANDAL
GFX + MSX
PG
MARCH 2007

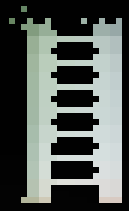




MINER 2049er













[illegible]

TYNESOFT COMPUTER SOFTWARE

-+- PRESENTS -+-



COPYRIGHT 1987 : CHRIS PAUL MURRAY

PRESS START OR FIRE TO COMMENCE PLAY



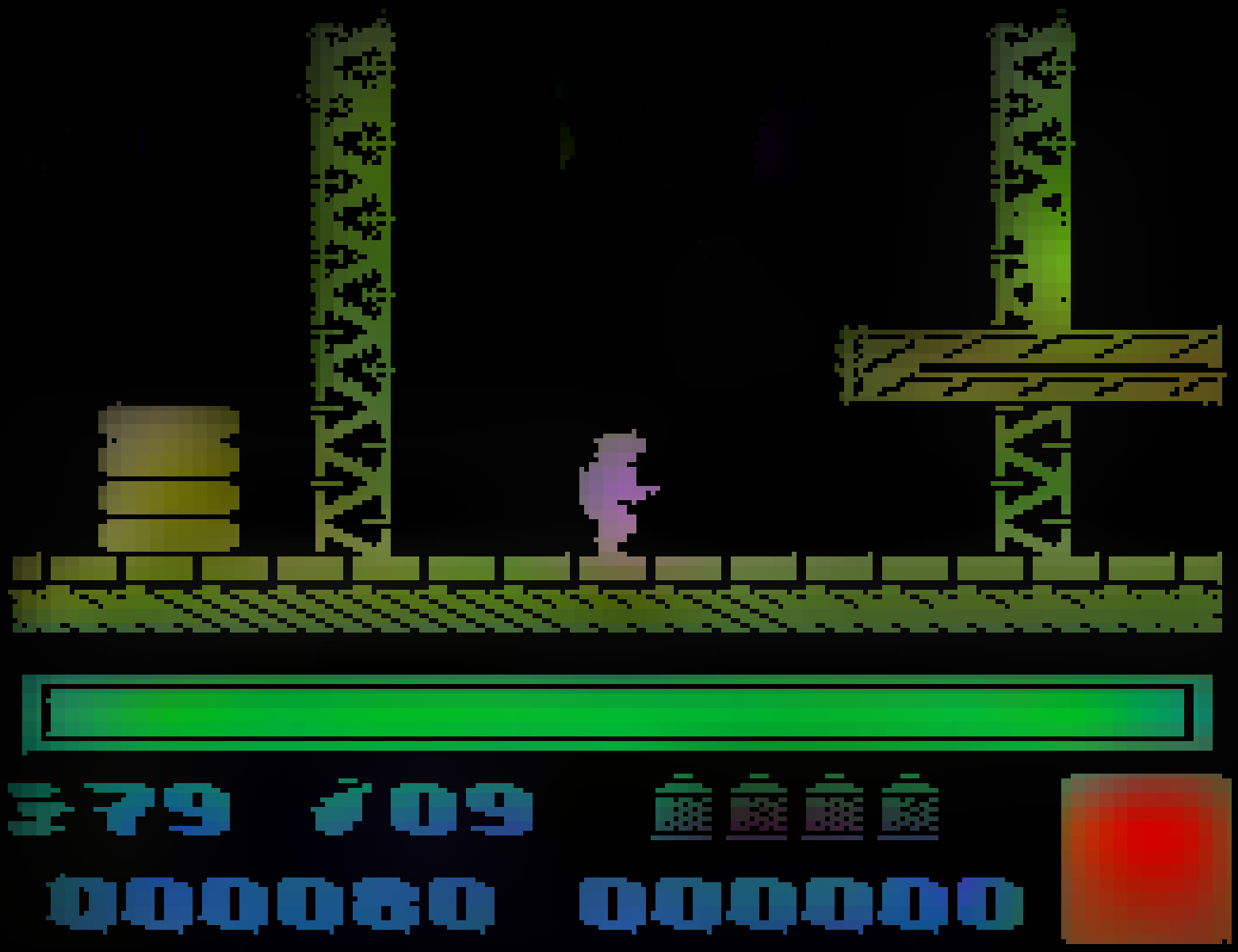

MiraxForce



Mission Shark

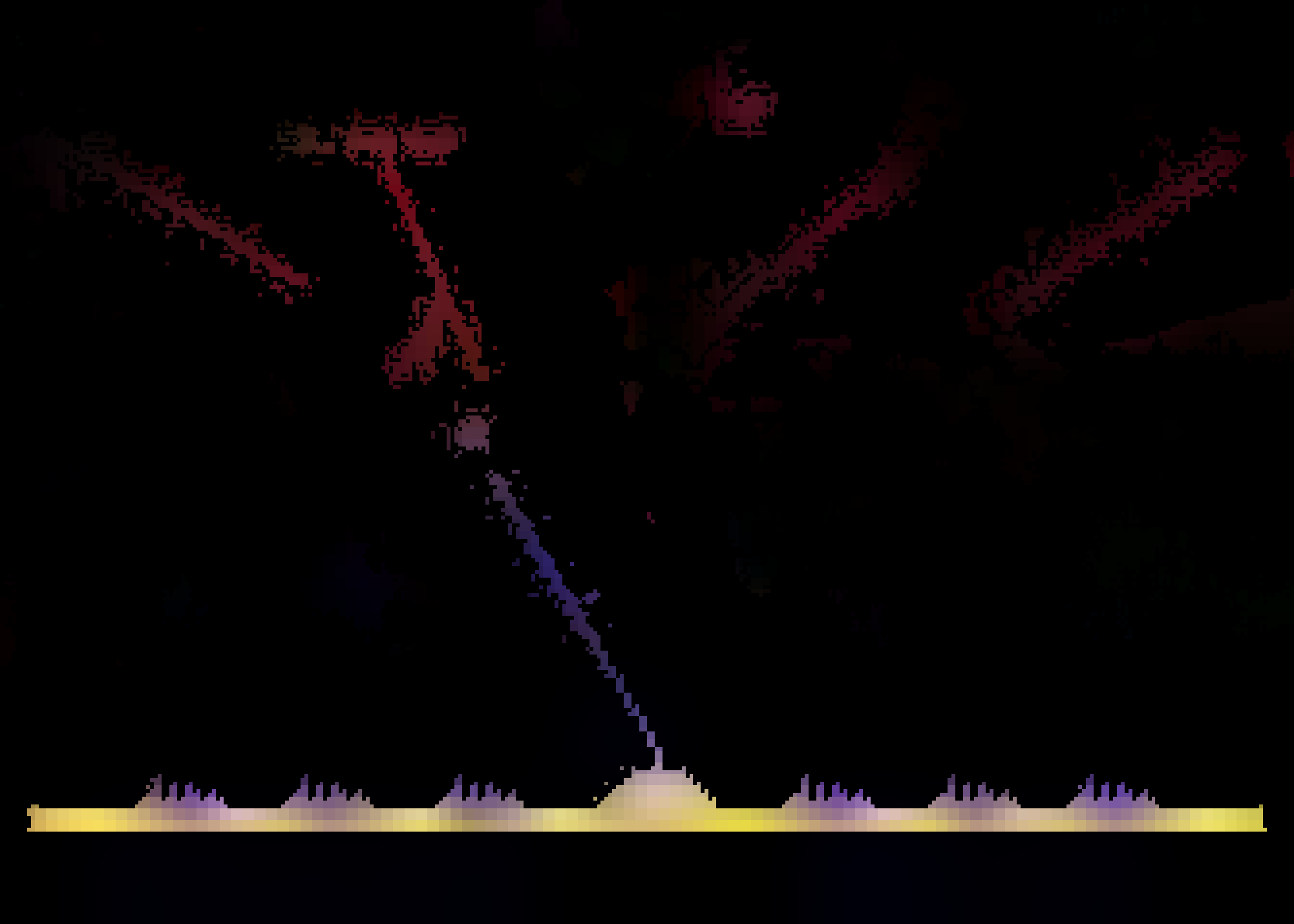
kryptonim akcji:
Mission Shark
zadanie: zniszczenie
podziennej bazy
wojskowej

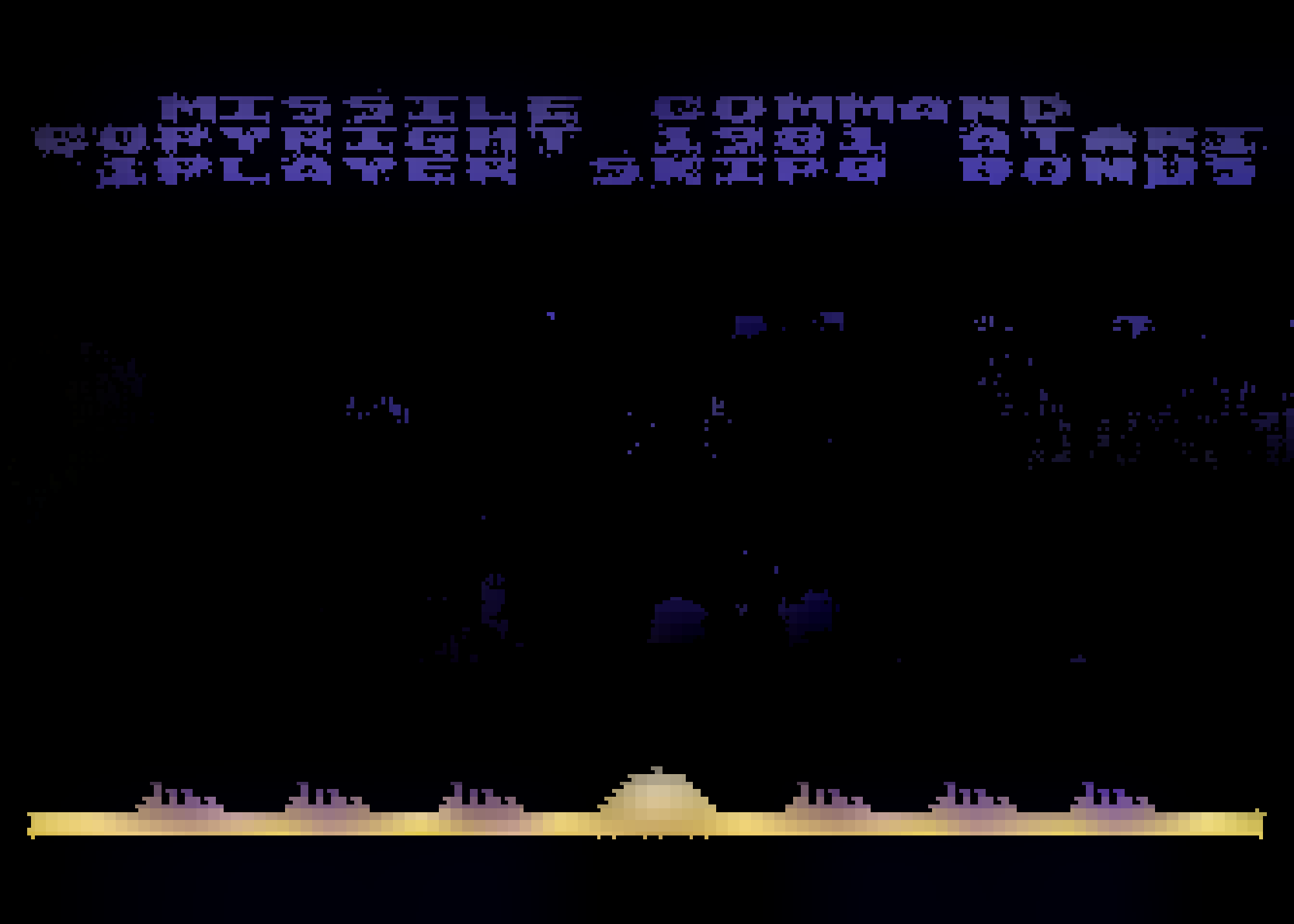
© 1991 L.K. Avalon
program, grafika i muzyka
Janusz Pelc

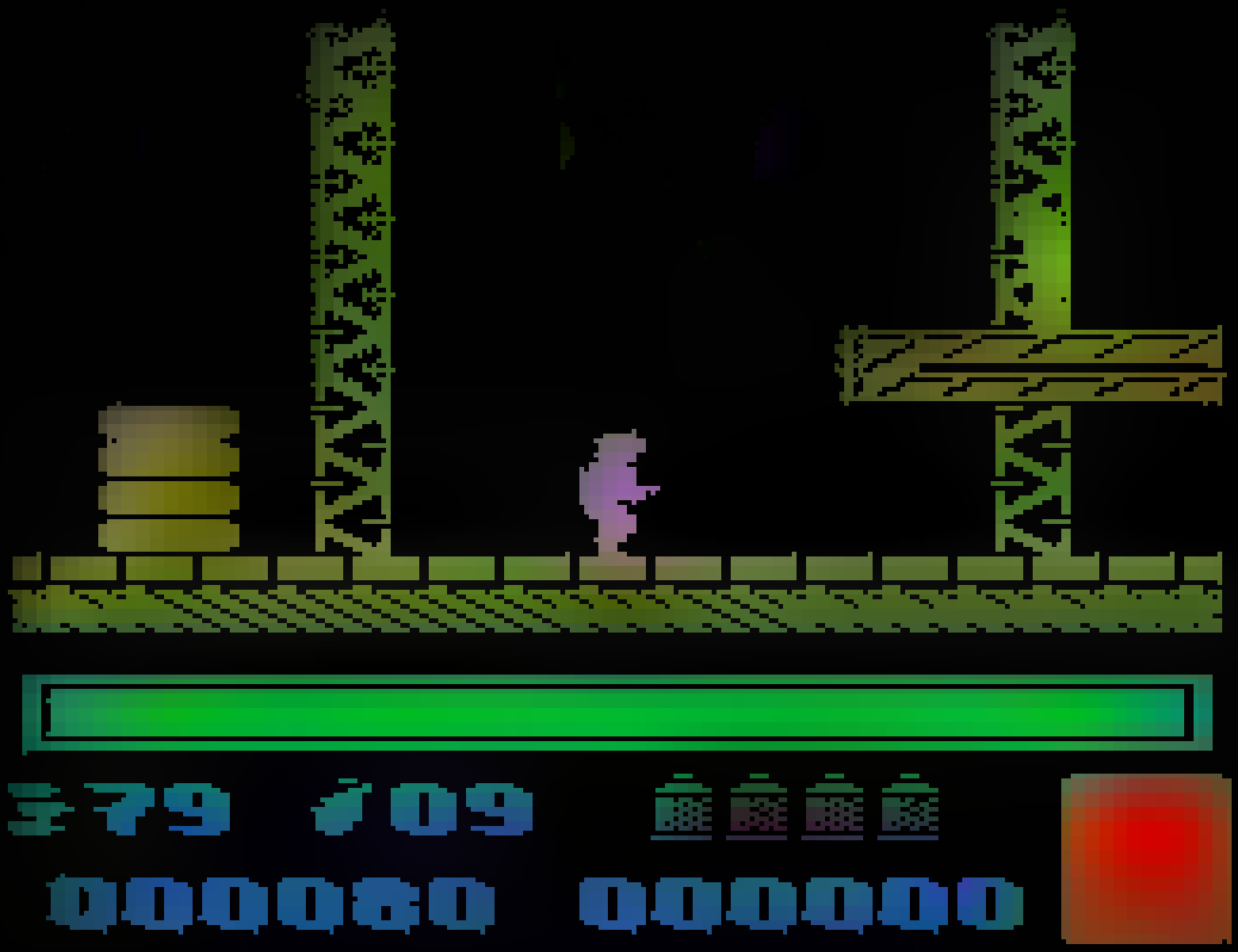





Missile
1991 L.K. AVALON




MISSILE COMMAND
ATARI





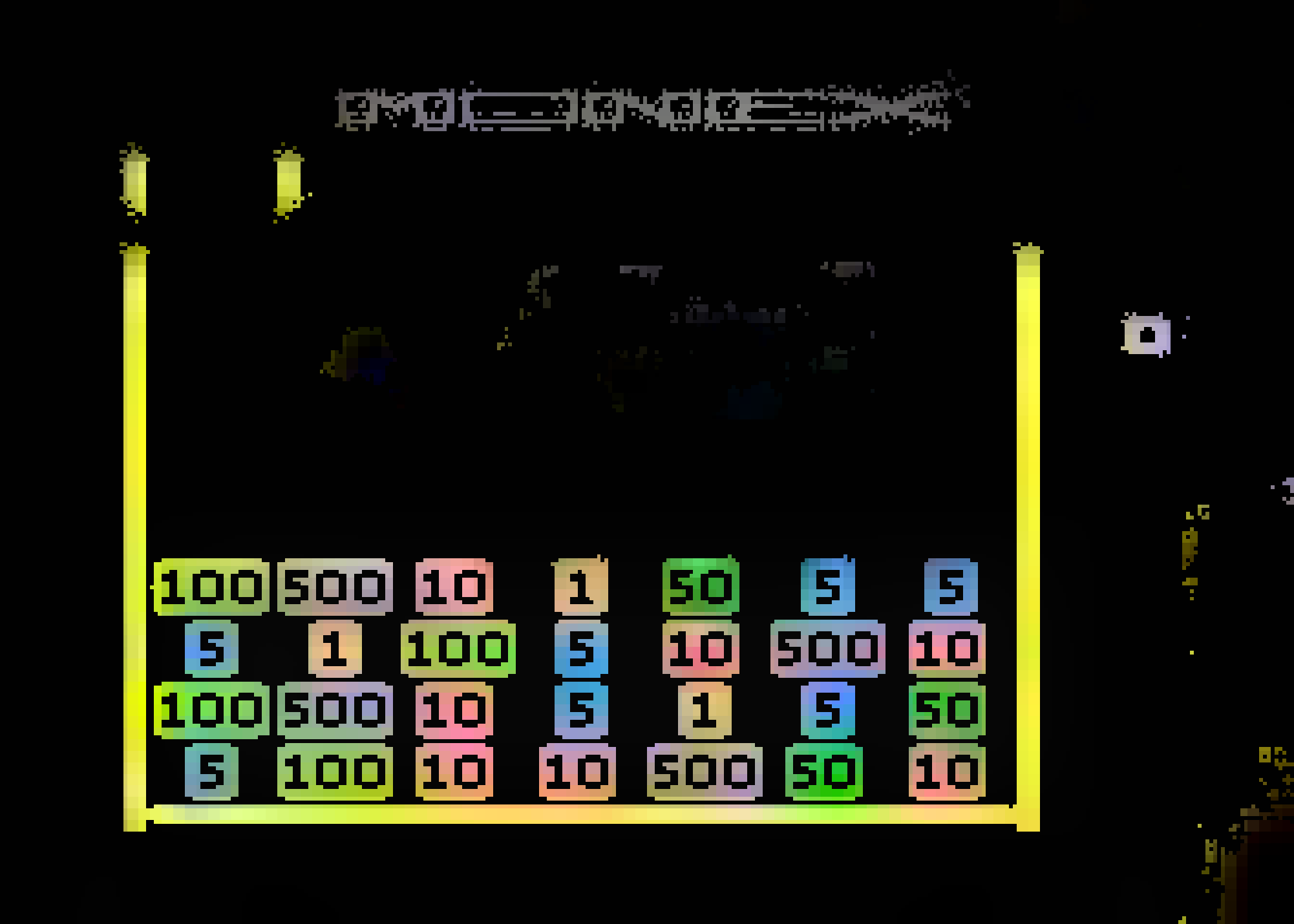
Mission

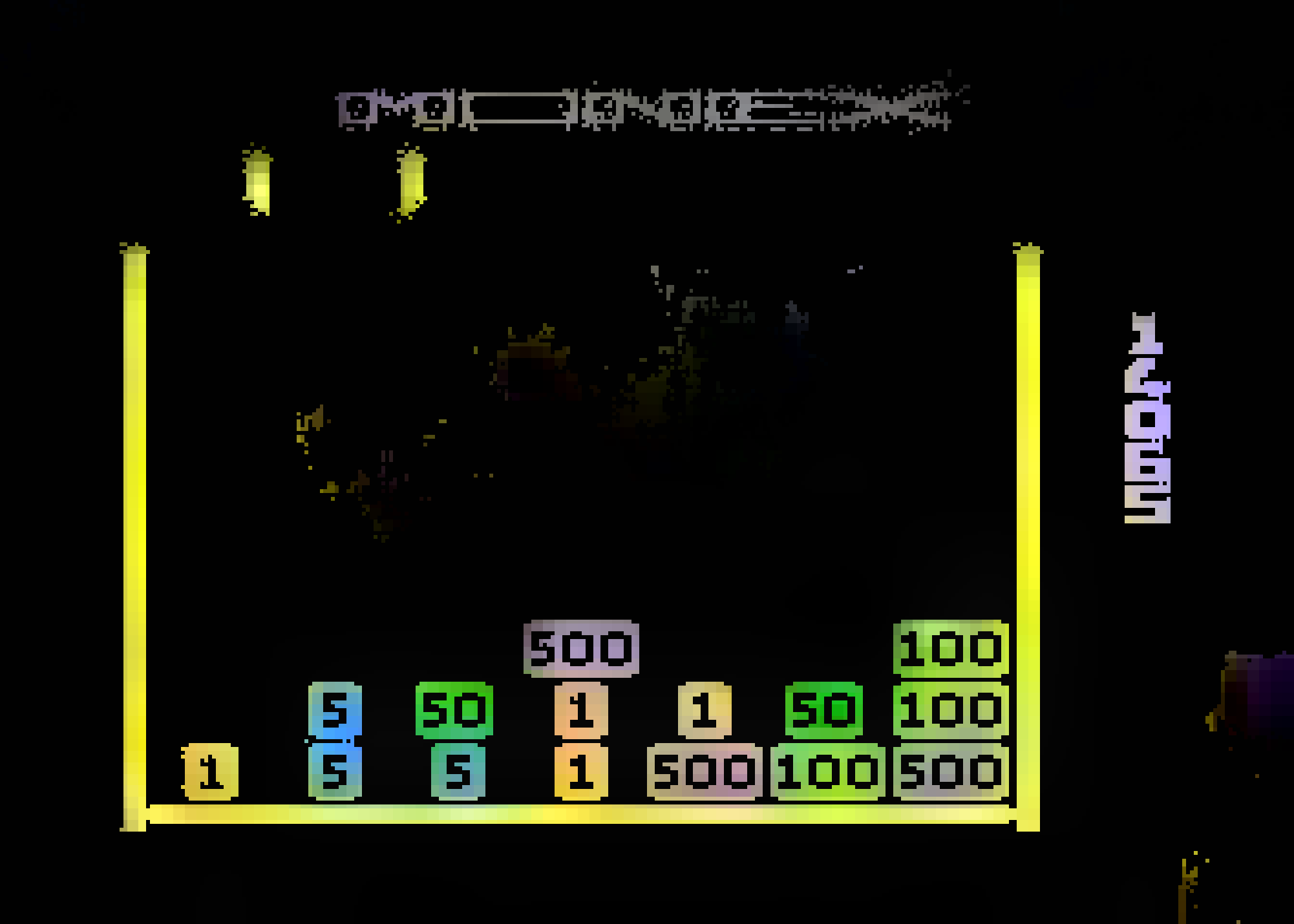
ZEPPELIN GAMES
PRESENTS

© 1991 ZEPPELIN GAMES
PROGRAM, GRAPHICS AND MUSIC
BY JANUSZ PELC




Mission
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100 500 10 1 50 5 5
5 1 100 5 10 500 10
100 500 10 5 1 5 50
5 100 10 10 500 50 10


500
100
5
50
1
1
50
100
1
5
5
1
500
100
500



23.8.2005


SCORE
0
LIVES
LEVEL
1


Score: 0000
Lives: 00
Level: 00
Time: 00
Mac-Studio ICC presents
Monster Hunt
or
Little Nanderland
ISI by N.Meinzer in Modula-2
Highscores
Music programmed by N.Eggen

MONSTER SMASH!

LEVEL: 1 WAVE: 1



ESCAPEES

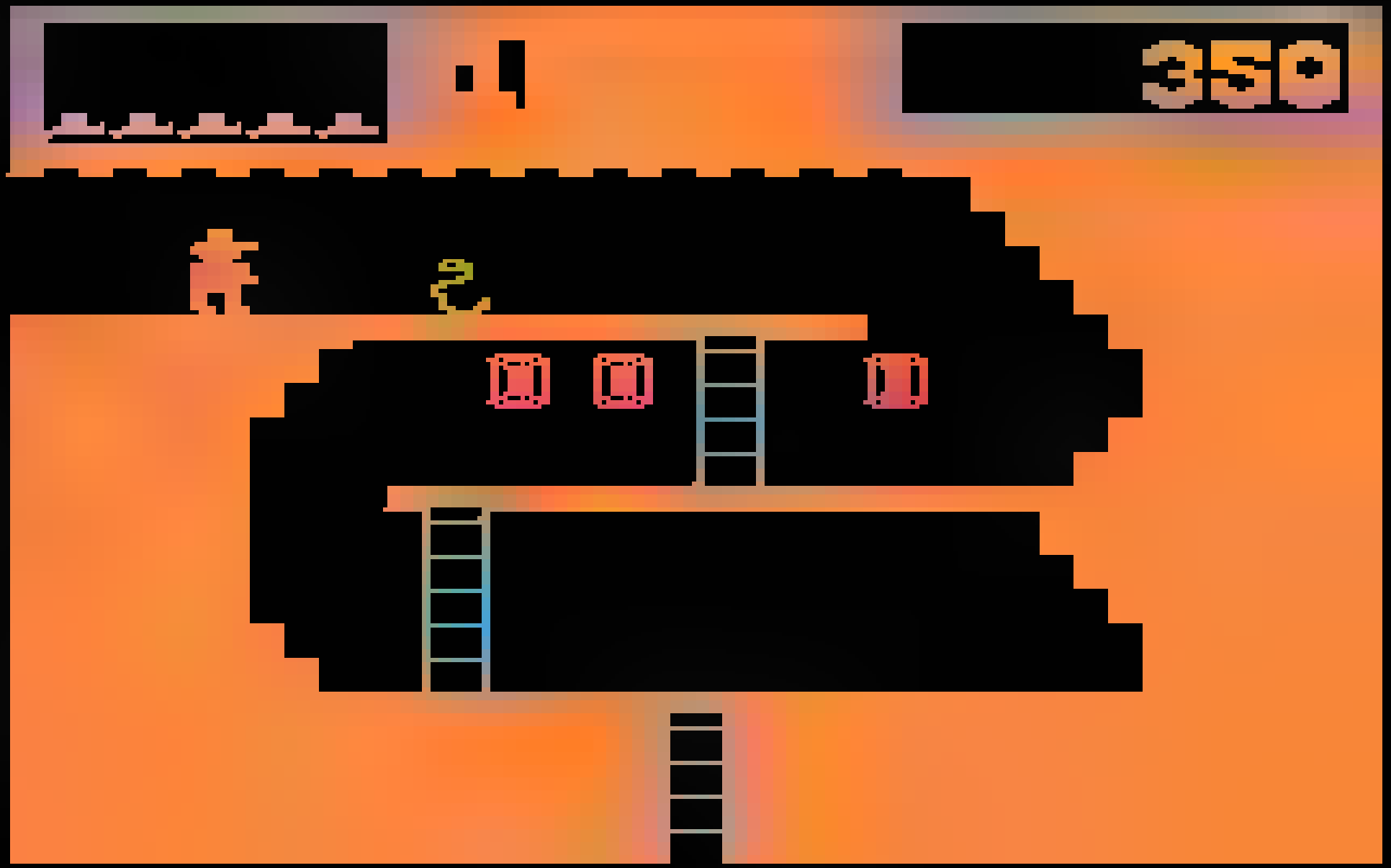
SCORE

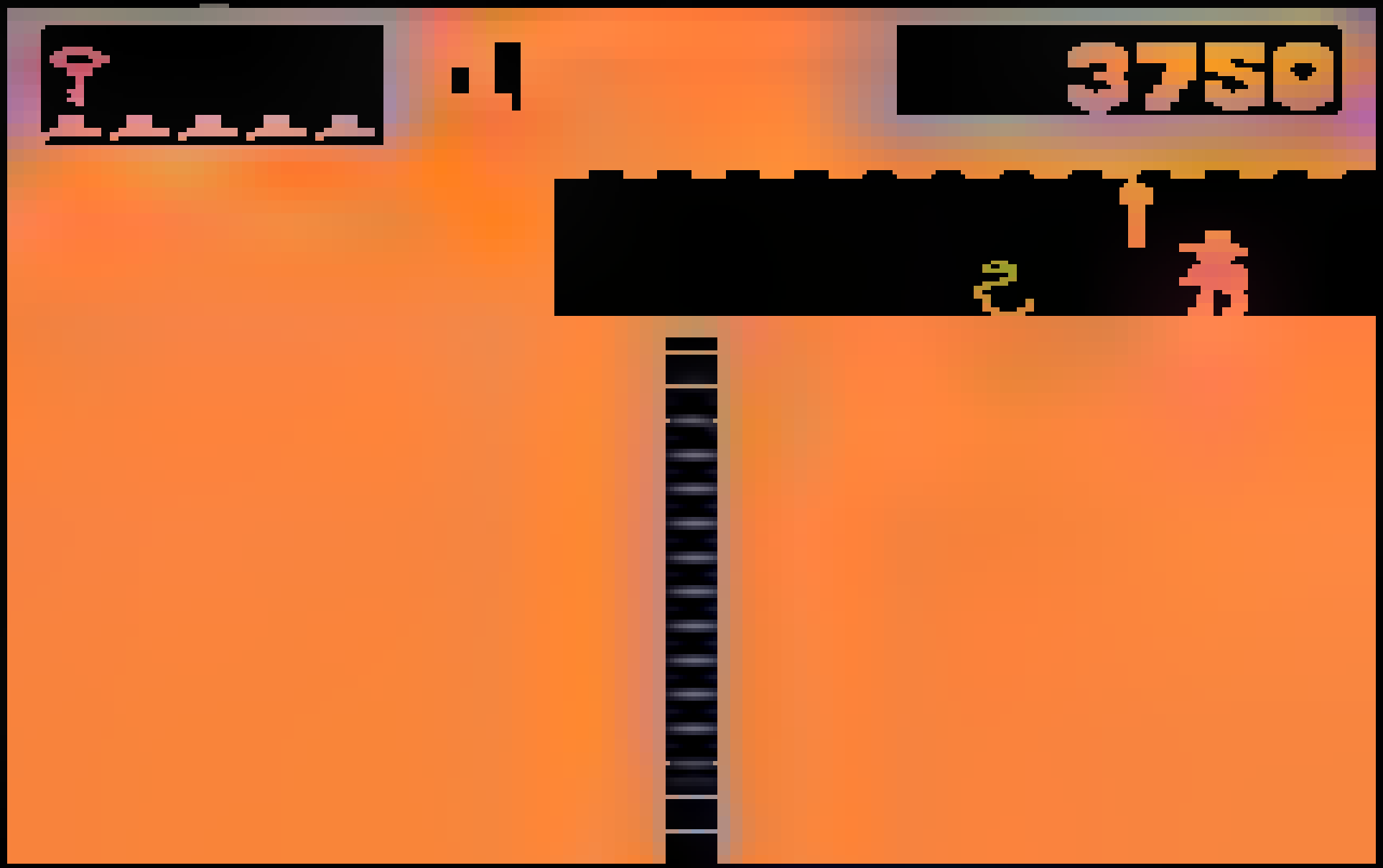

WAVE COMPLETED!
PRESS MASH BUTTON

DATAMOST PRESENTS
MONSTER SMASH
BY
DAVE EISLER

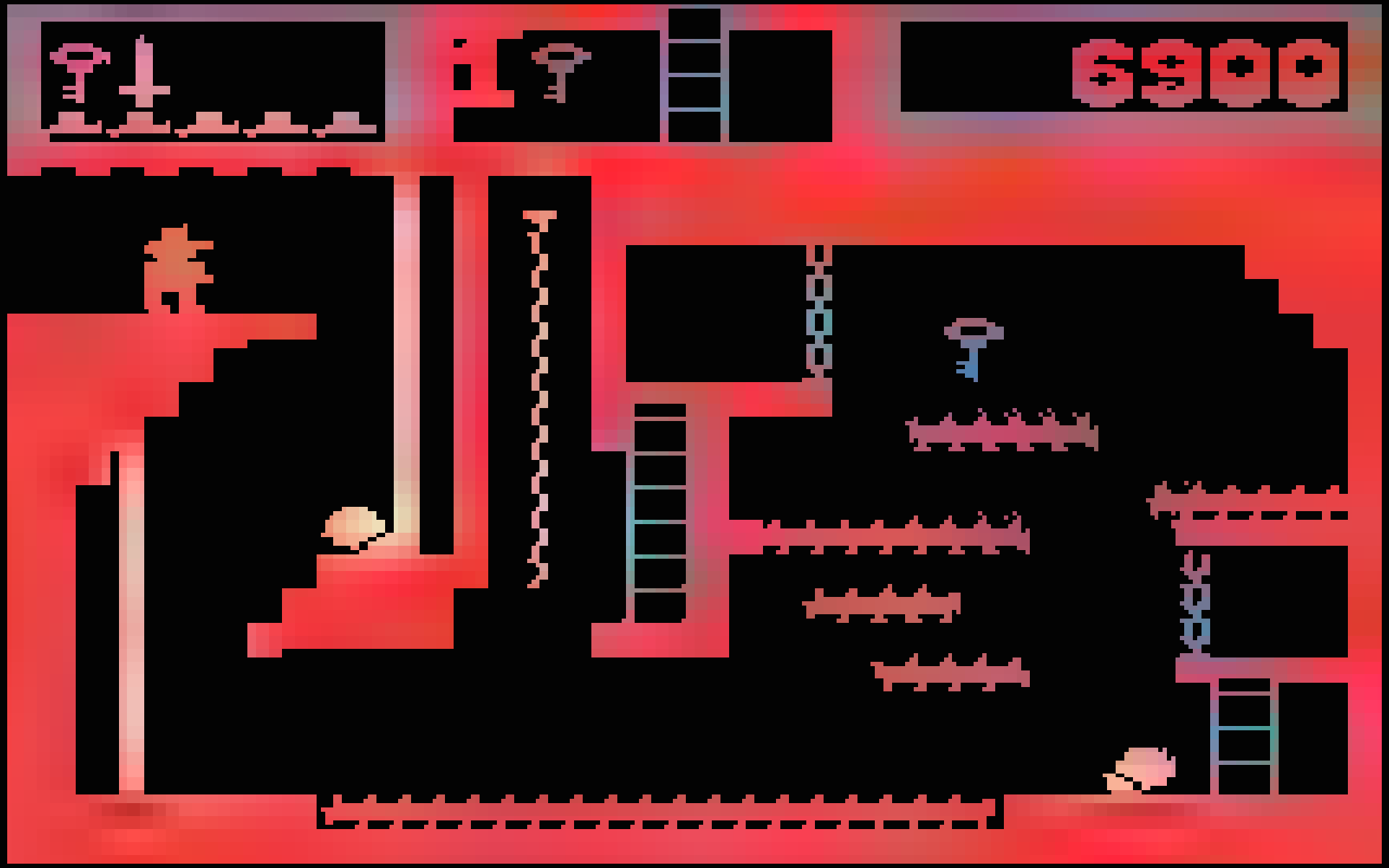


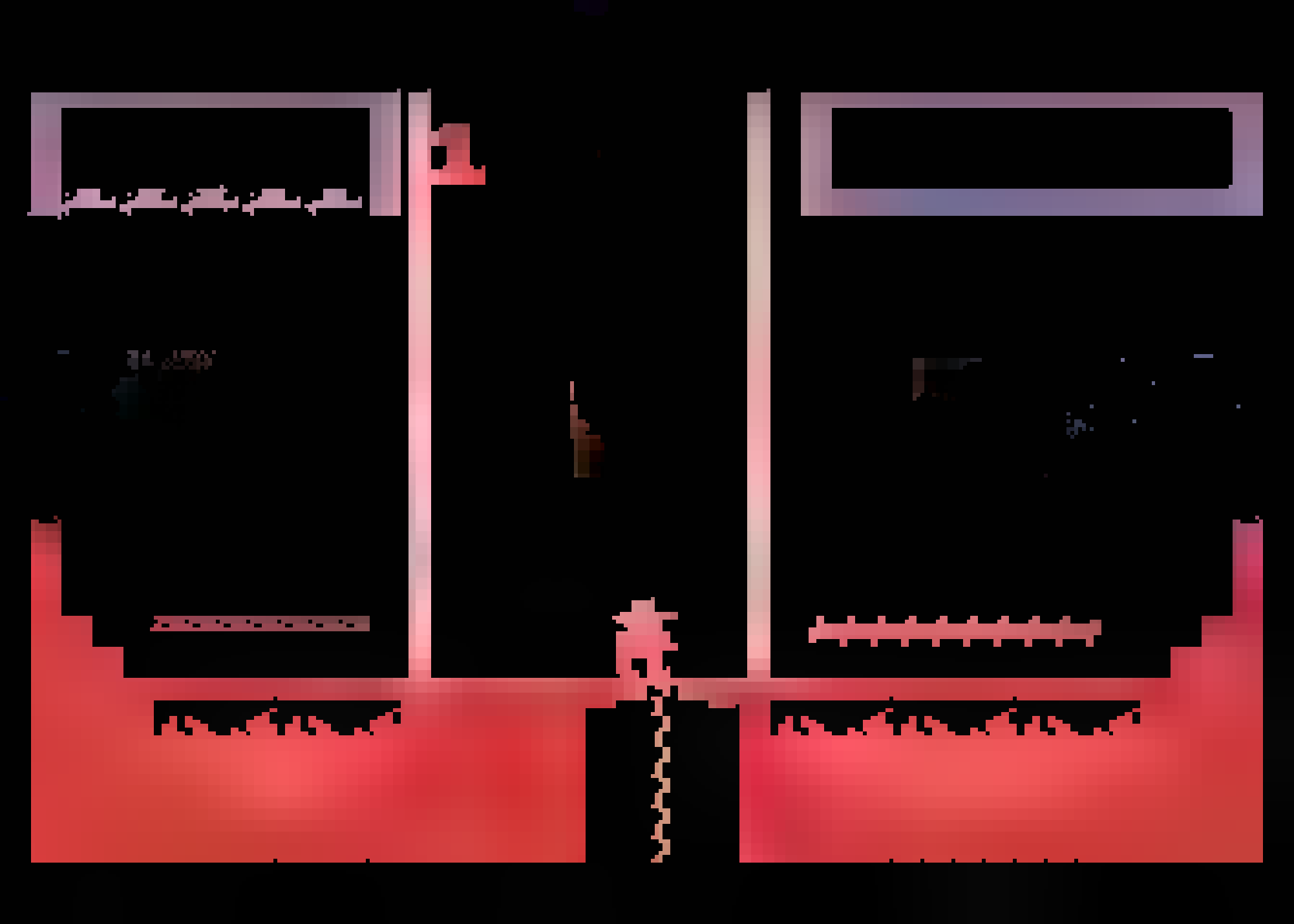

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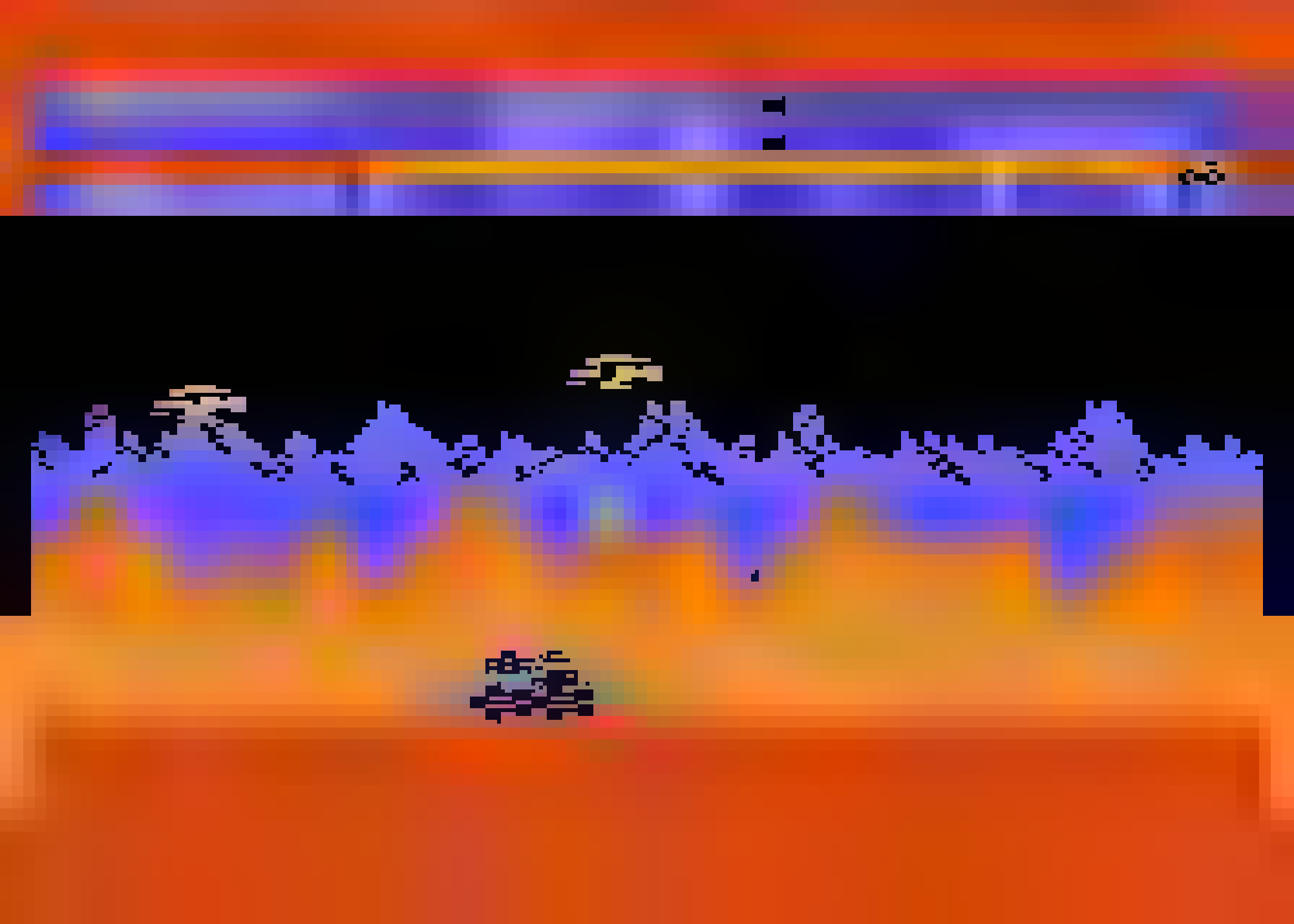

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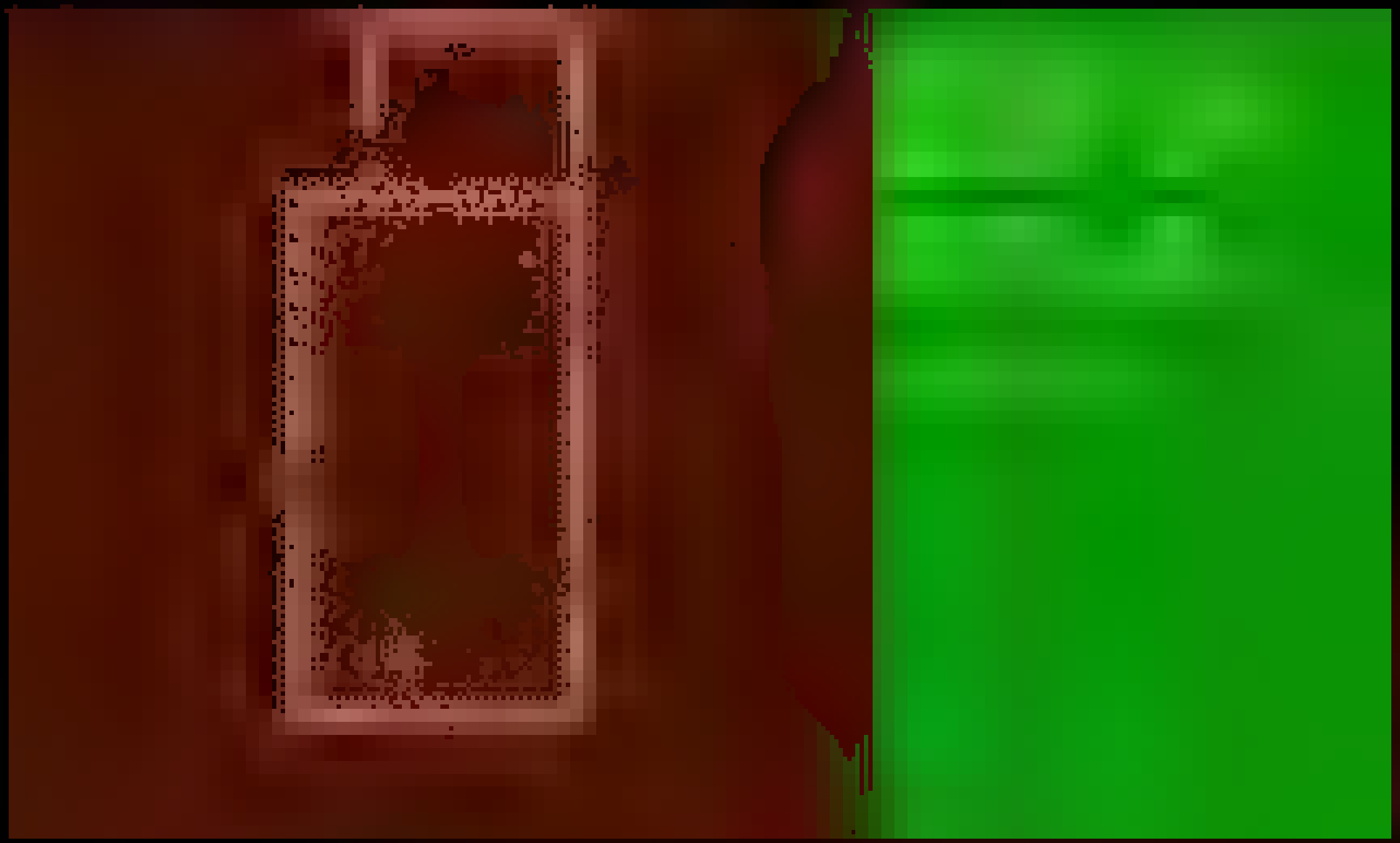

3050


6900











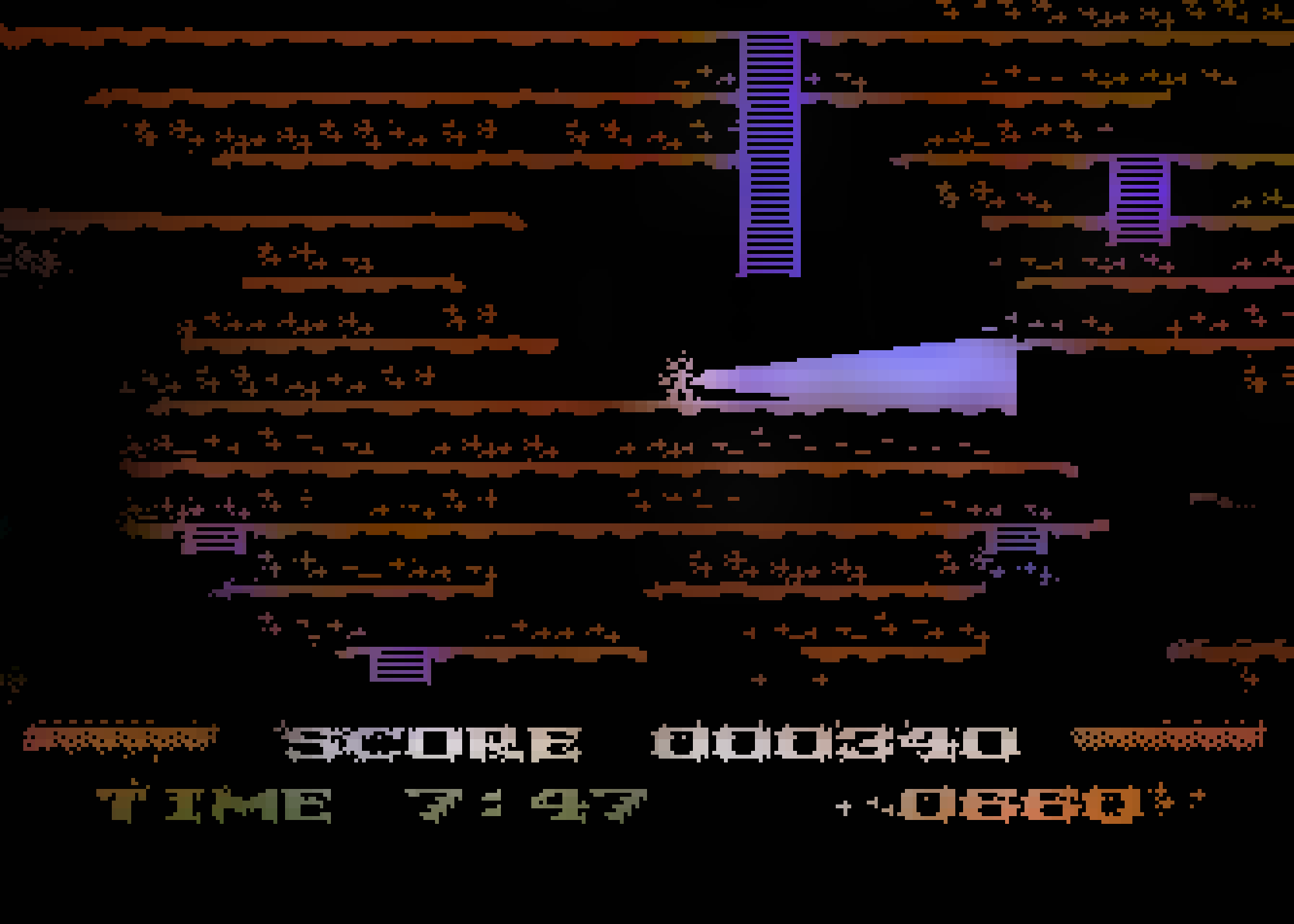
DUNJONQUEST

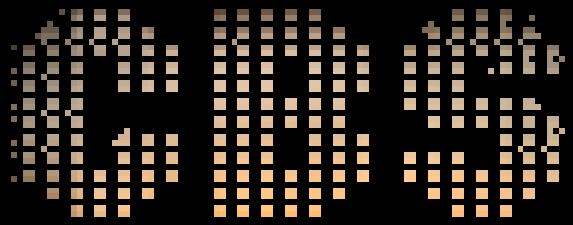


MORLOC'S TOWER
COPYRIGHT 1980
AUTOMATED SIMULATIONS

HIT ANY KEY TO BEGIN


SCORE 000000
LEVEL 1


SCORE 000240
TIME 2:42
0880



SOFTWARE

PRESENTS

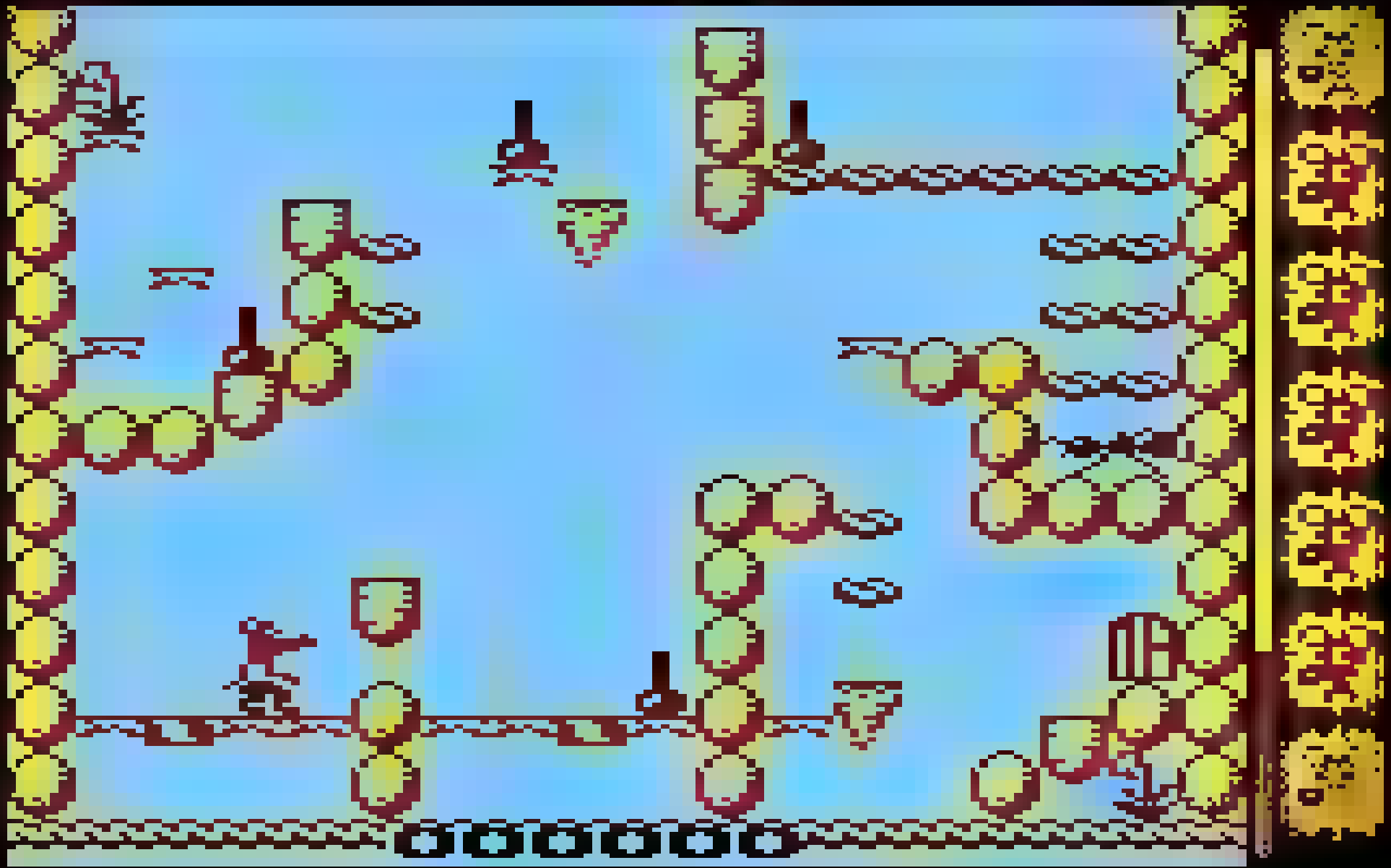
MOUNTAIN KING

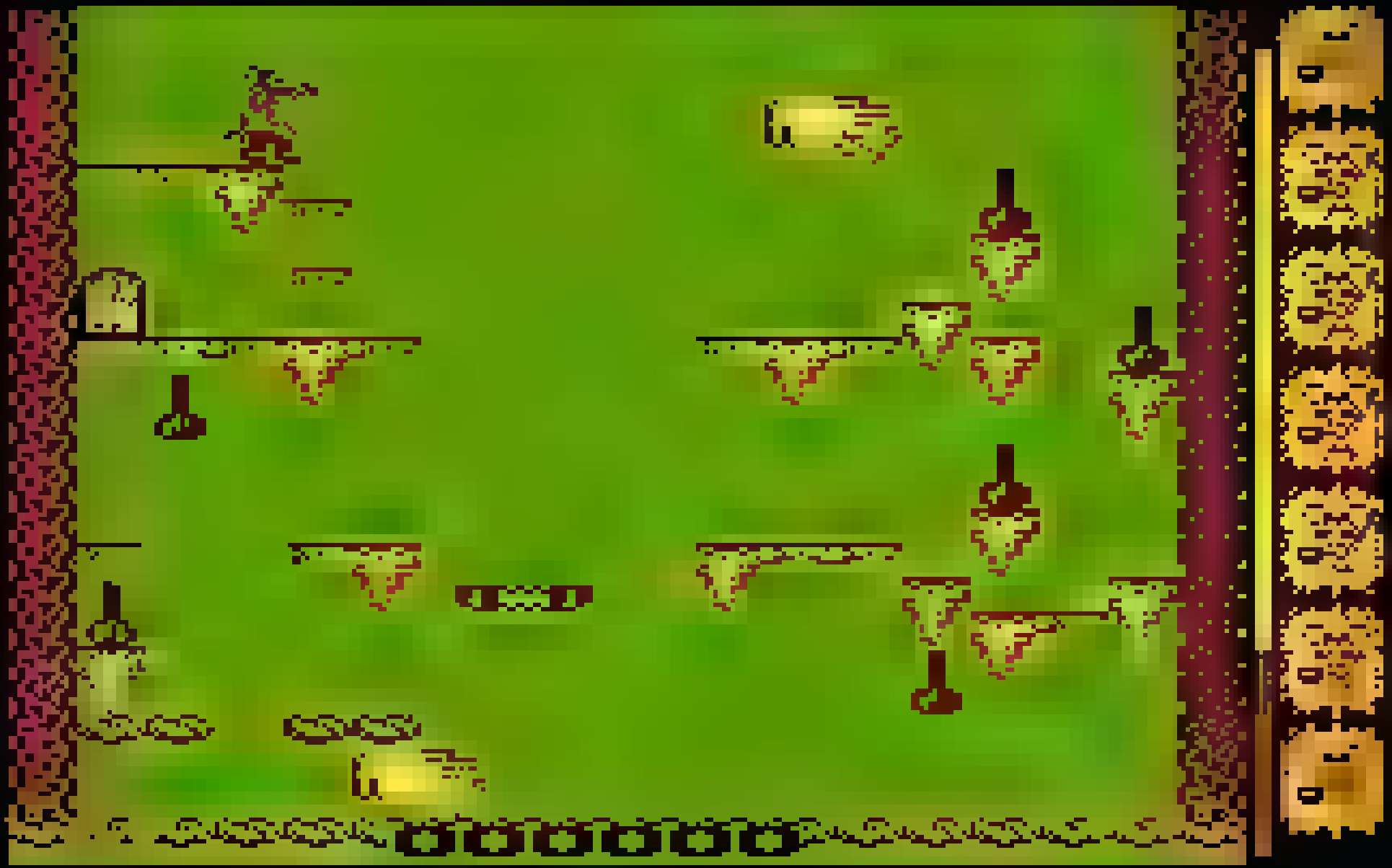
BY K-BYTE

PRESS START

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Microvalue

MOUSETRAP

Today's Greatest

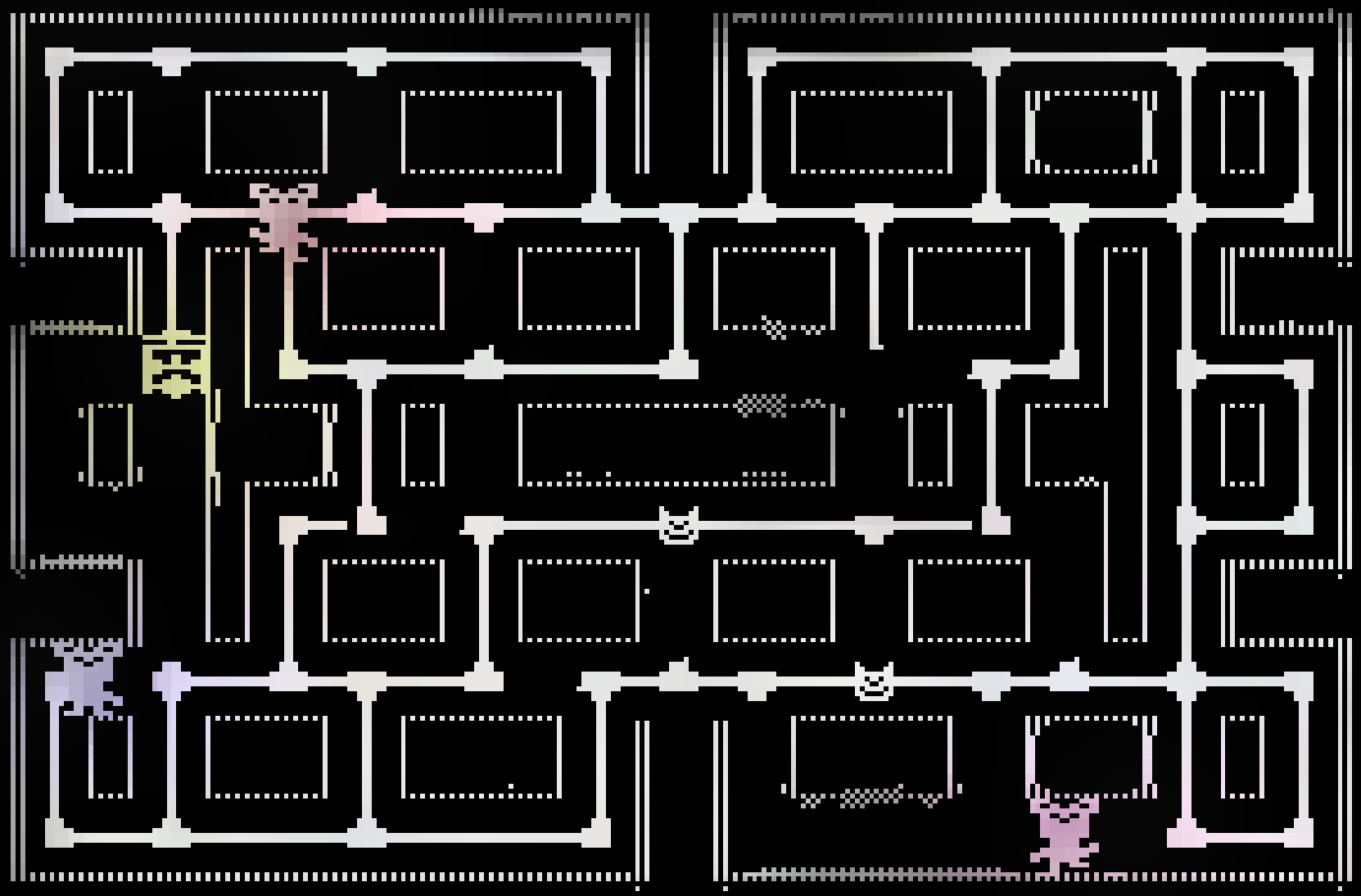
1	000200	Tynesoft
2	000200	Tynesoft
3	000200	Tynesoft
4	000200	Tynesoft
5	000200	Tynesoft
6	000200	Tynesoft
7	000200	Tynesoft
8	000200	Tynesoft

By

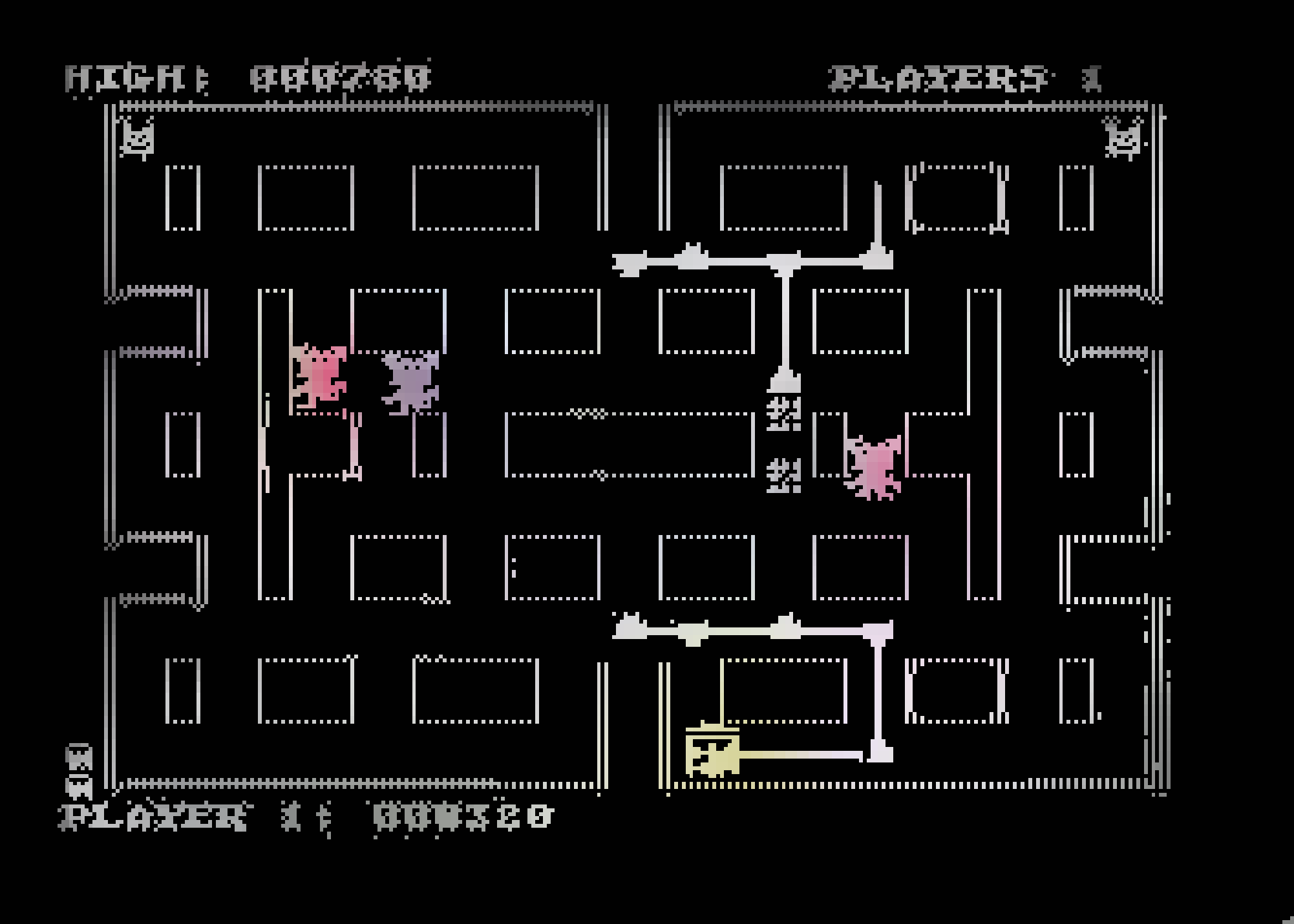
Brian Jobling


MOUSE
TRAP
MICRO ALVE

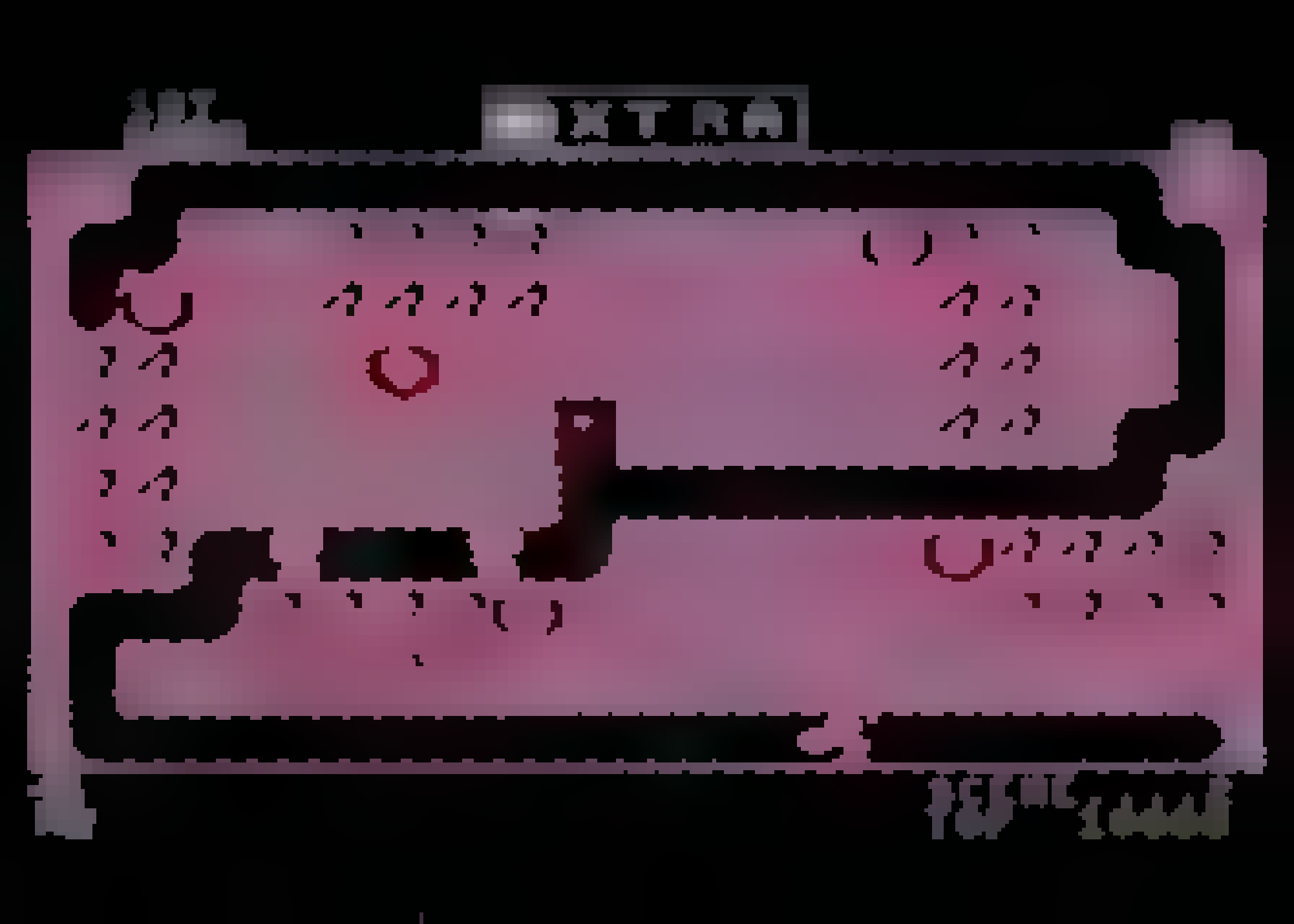
HIGH: 002200 PLAYERS 1

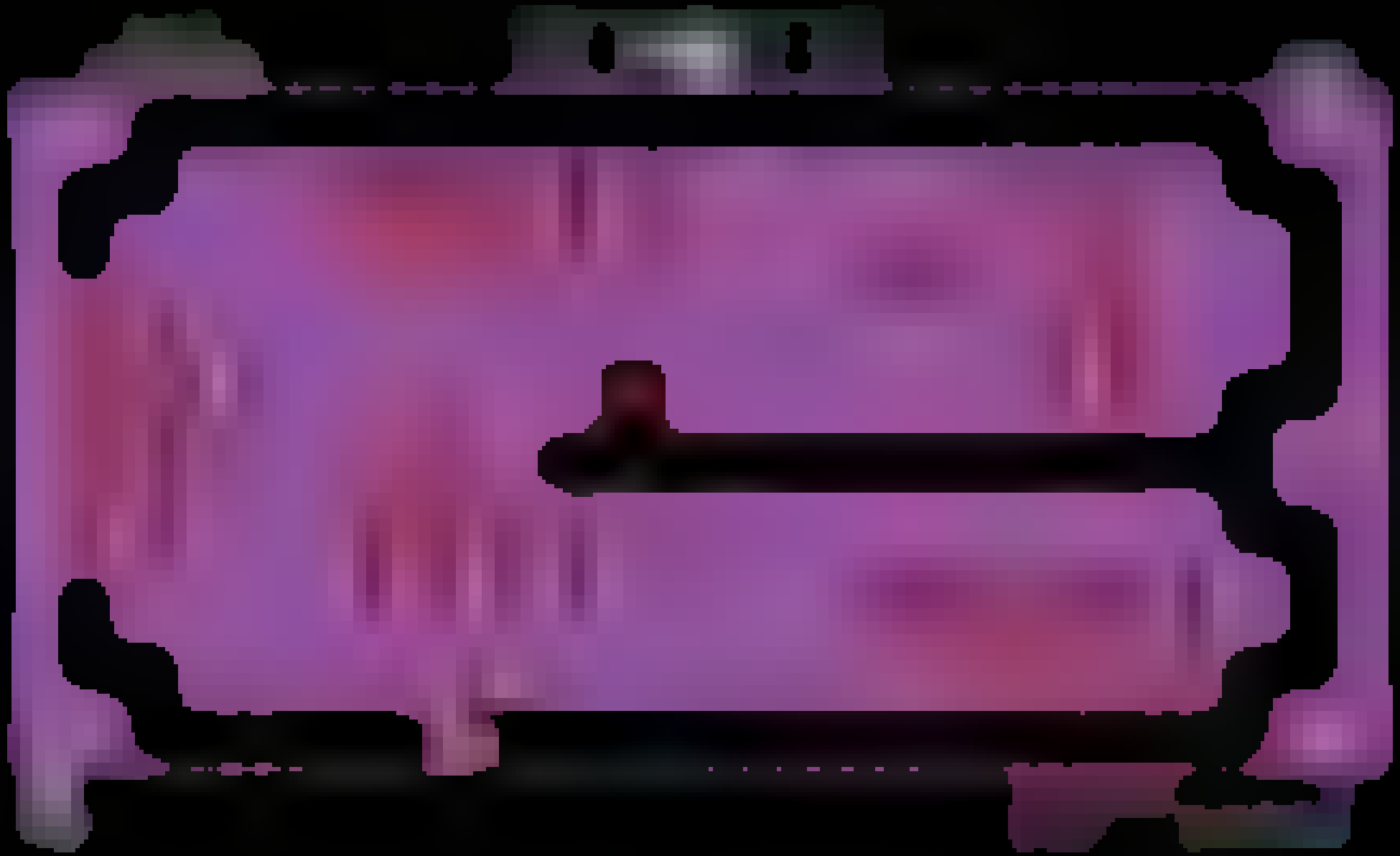


PLAYER 1: 002200


HIGH: 000760
PLAYERS 1
PLAYER 1: 00020




XTRA



00 EXTRA 00

DATASOFT PRESENTS



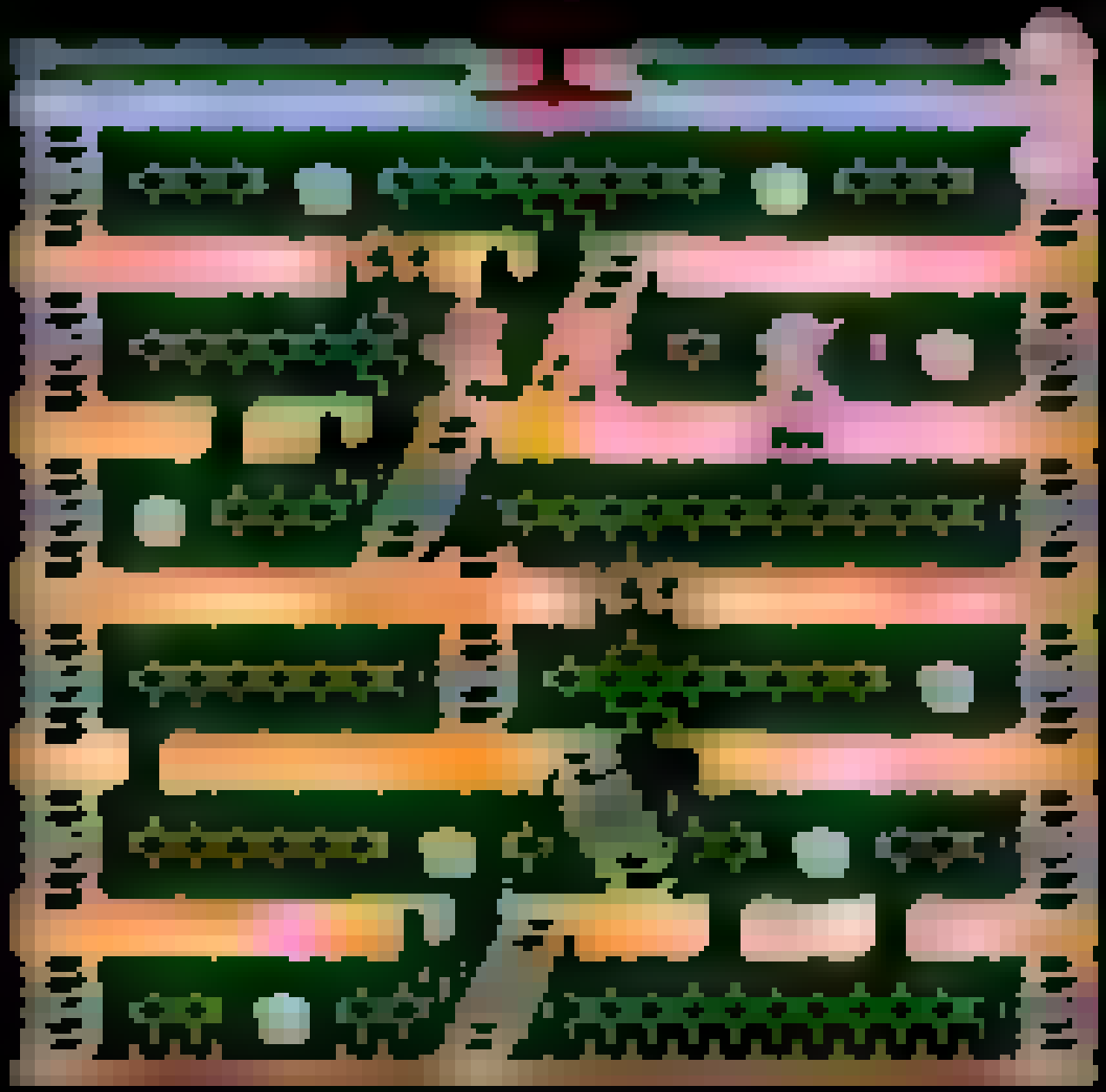
PROGRAMMED BY TIM FERRIS

PRESS S TO CHANGE BACKGROUND MUSIC:ON

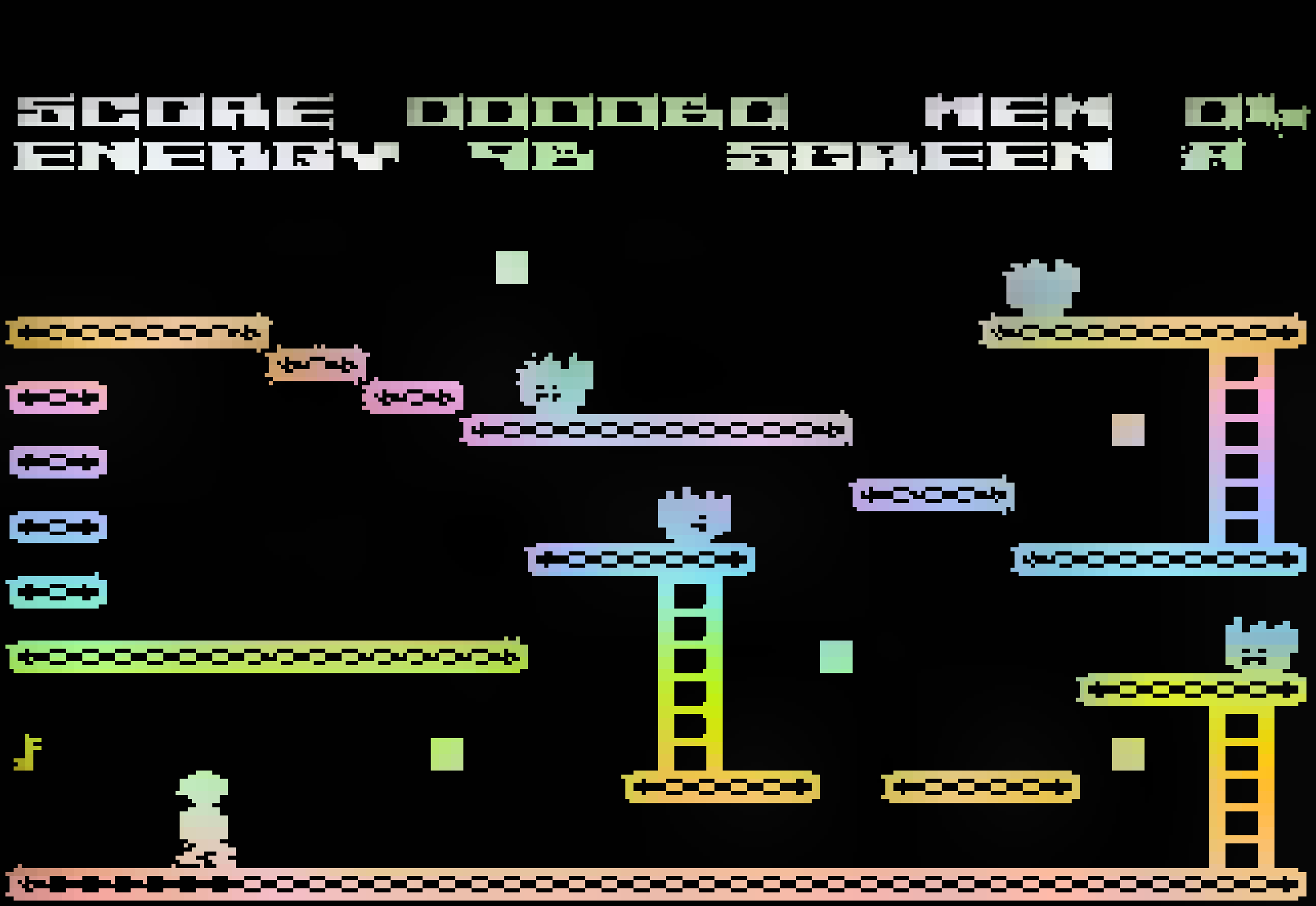
PRESS L OR R FOR PLAYER 1:RIGHT HANDED

SHIFT L OR R FOR PLAYER 2:RIGHT HANDED

PRESS OPTION TO CHANGE # OF PLAYERS:1




MYMAK ODGEO AGBGTOL
MOB TP PLANSZA E


SCORE 00060 MEN 04
ENERGY 96 SCREEN 01

MR ROBOT

AND HIS ROBOT FACTORY

BY RON ROSEN

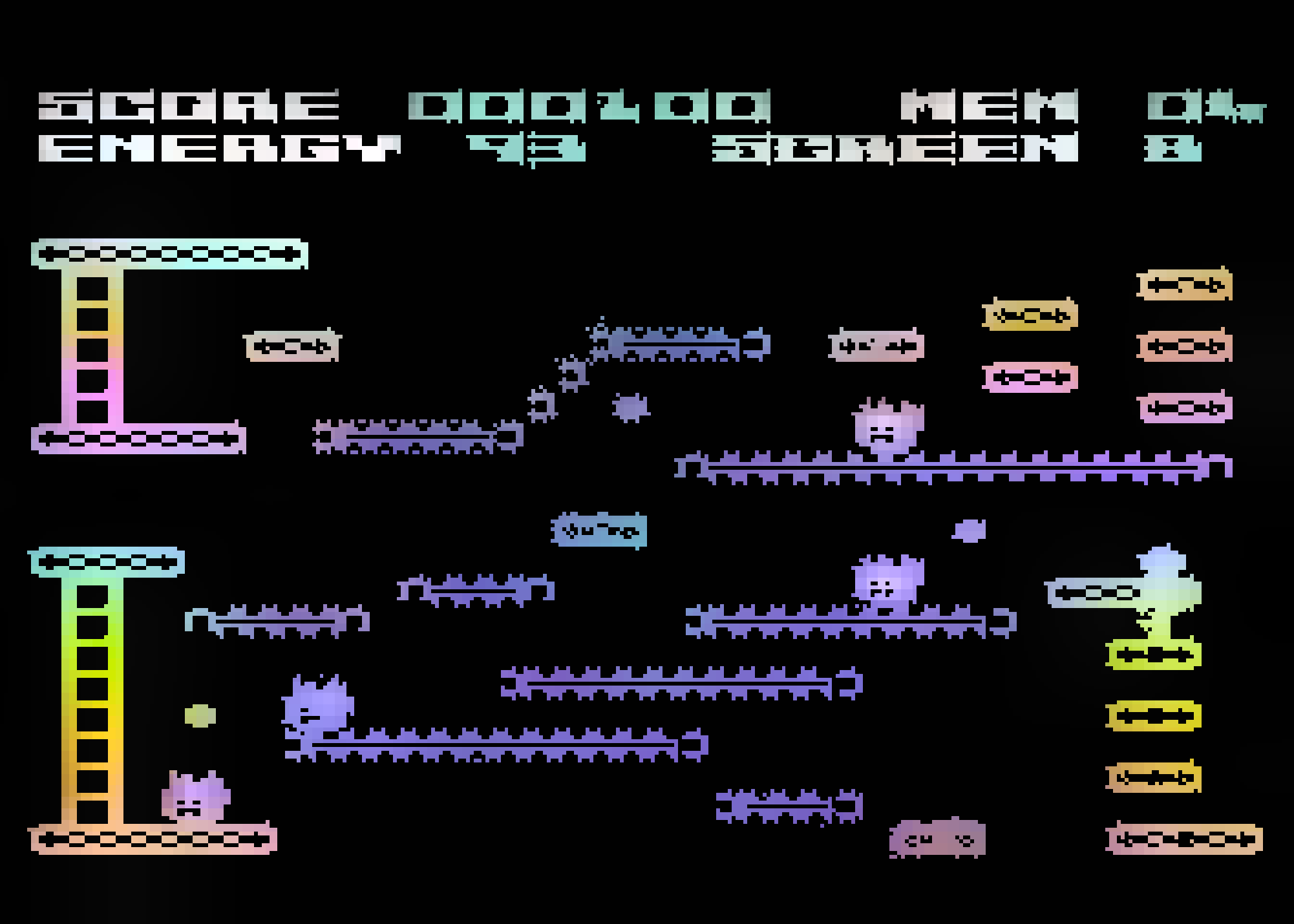
© 1983 DATAMOST INC.

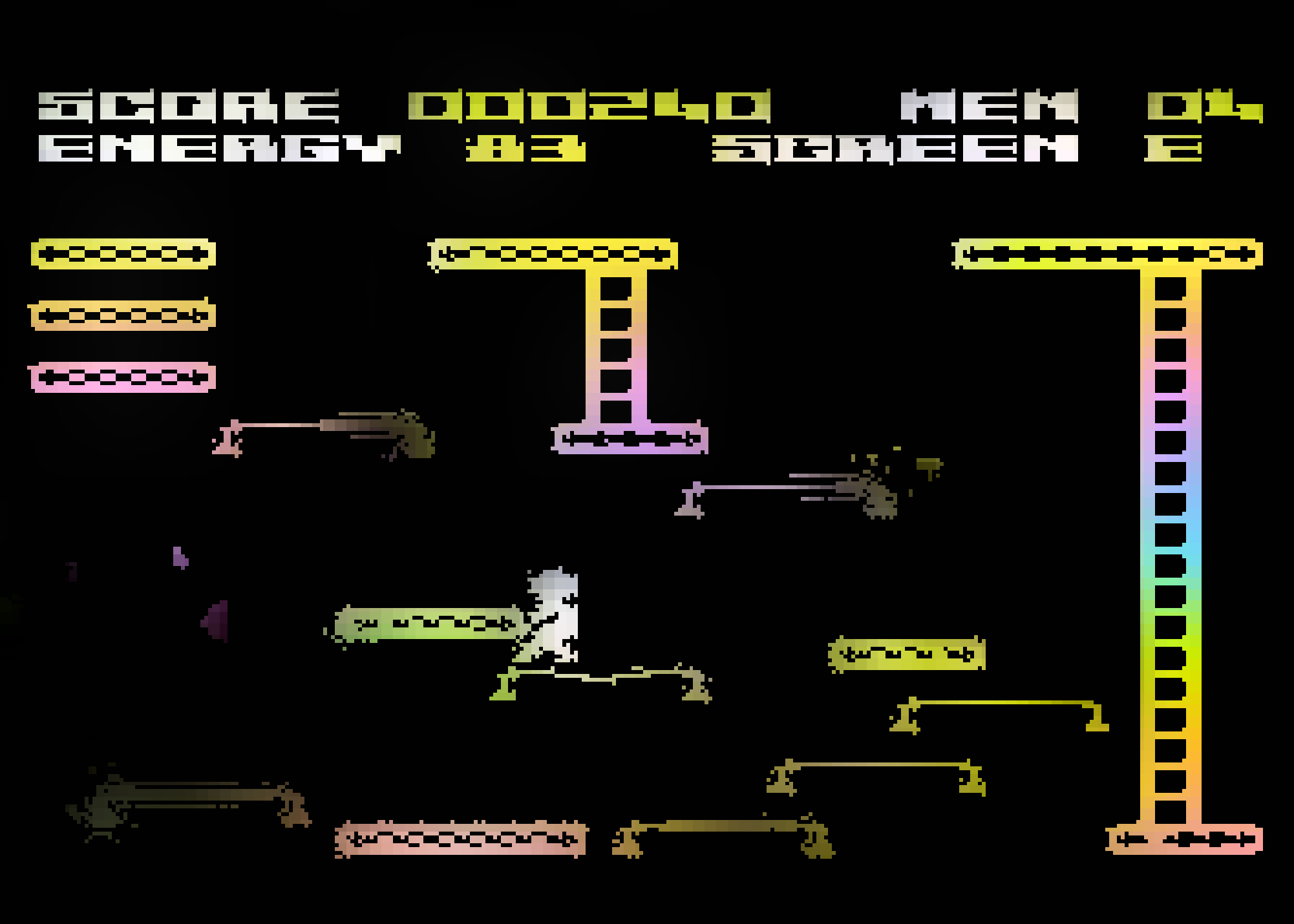
INSTRUCTIONS

START PLAY GAME

OPTION ROBOT FACTORY

MUSIC FROM PARADISE


SCORE 000100 MEM 0
ENERGY 93 SCREEN 8


SCORE 000240 MEN 04
ENERGY 83 SCREEN E

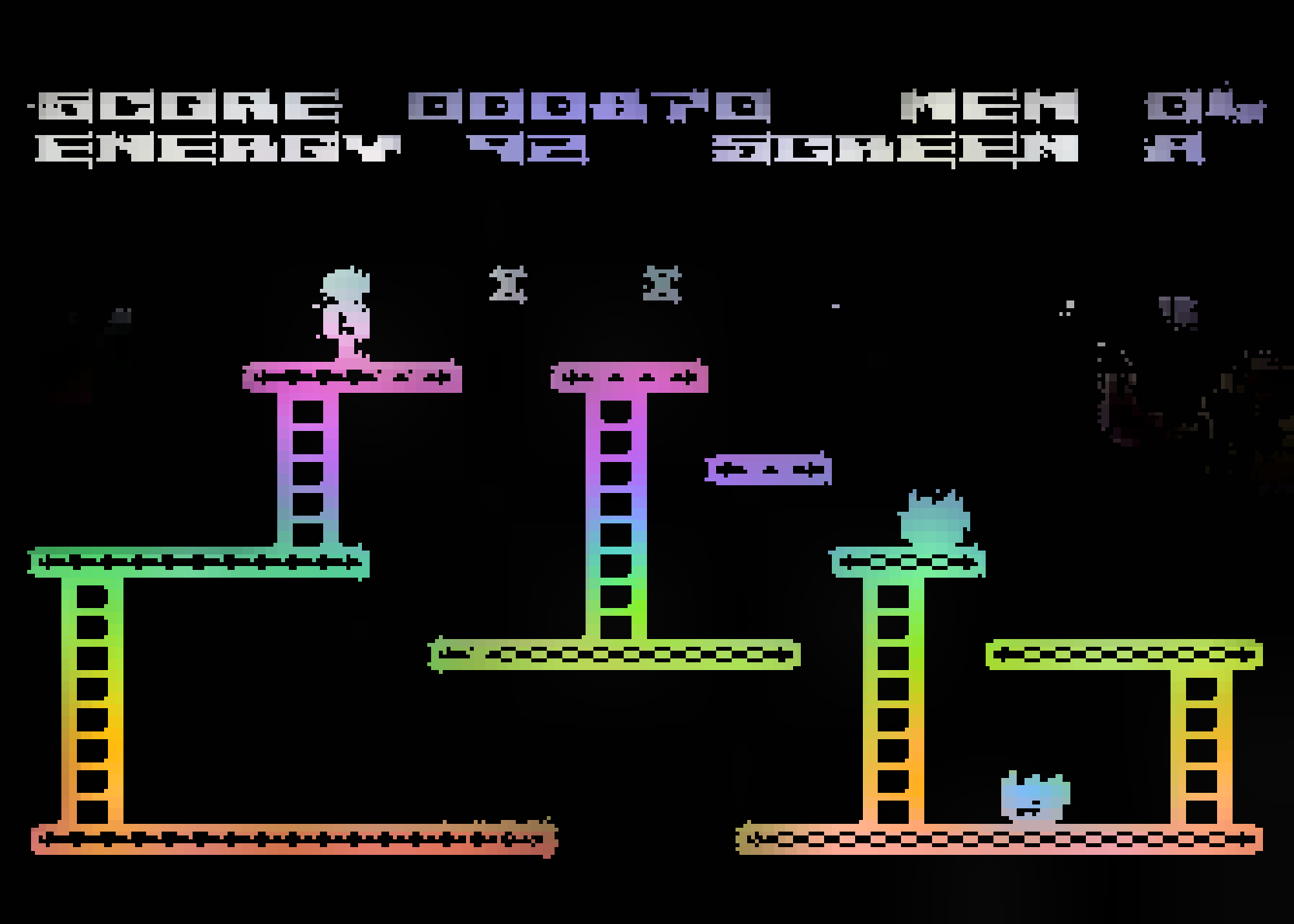


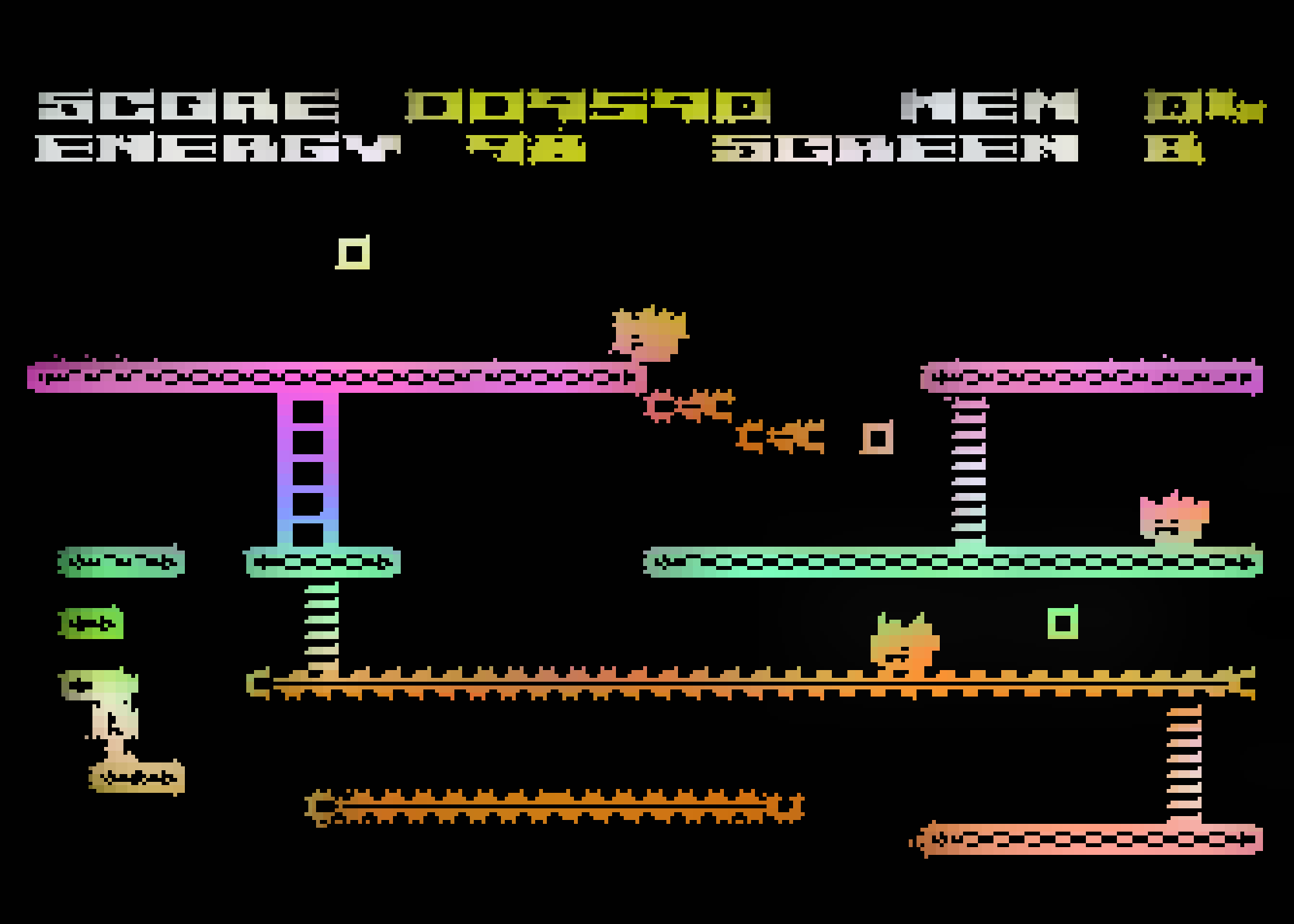
ROBOT FACTORY
BY RON ROSEN

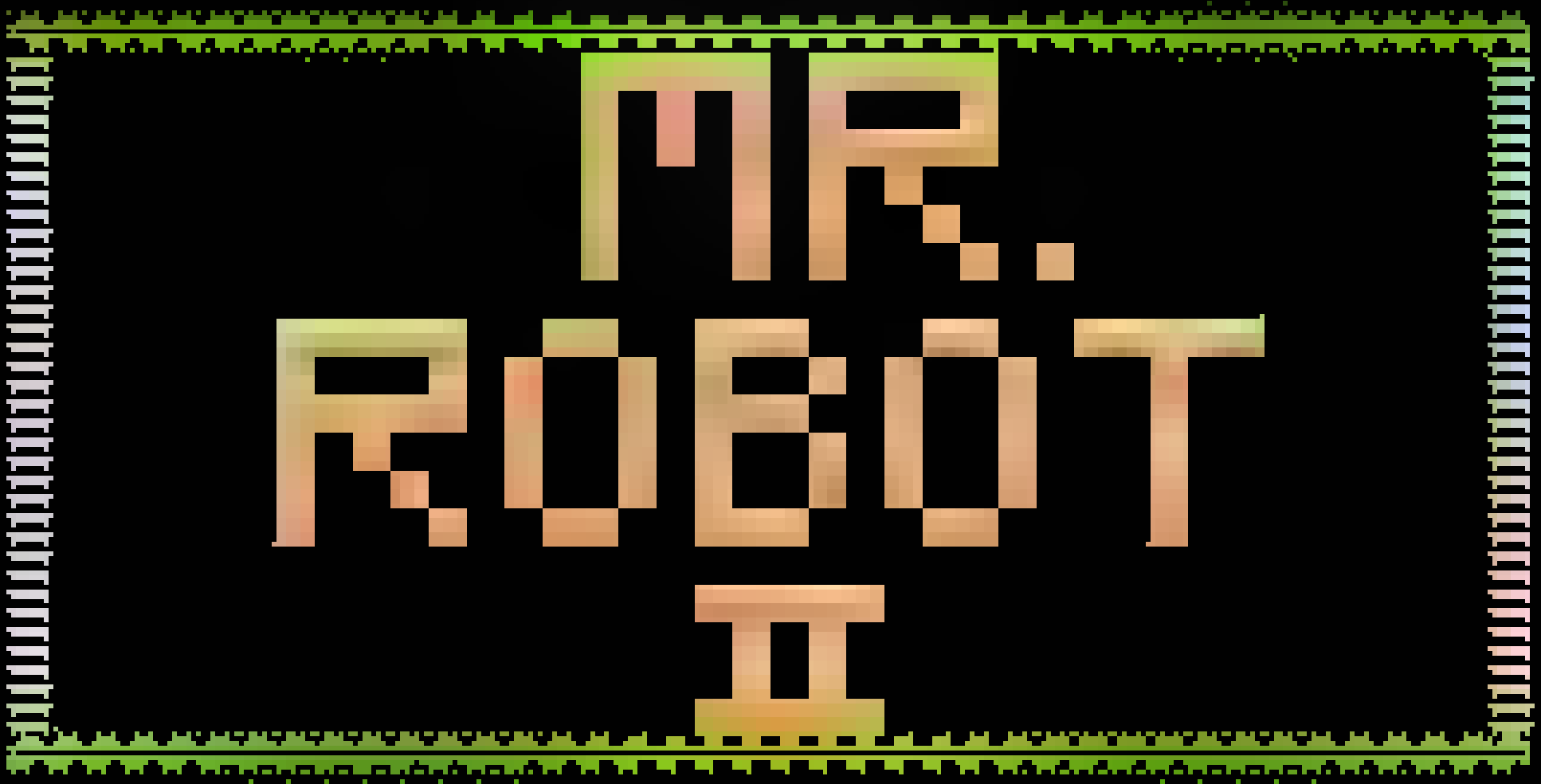


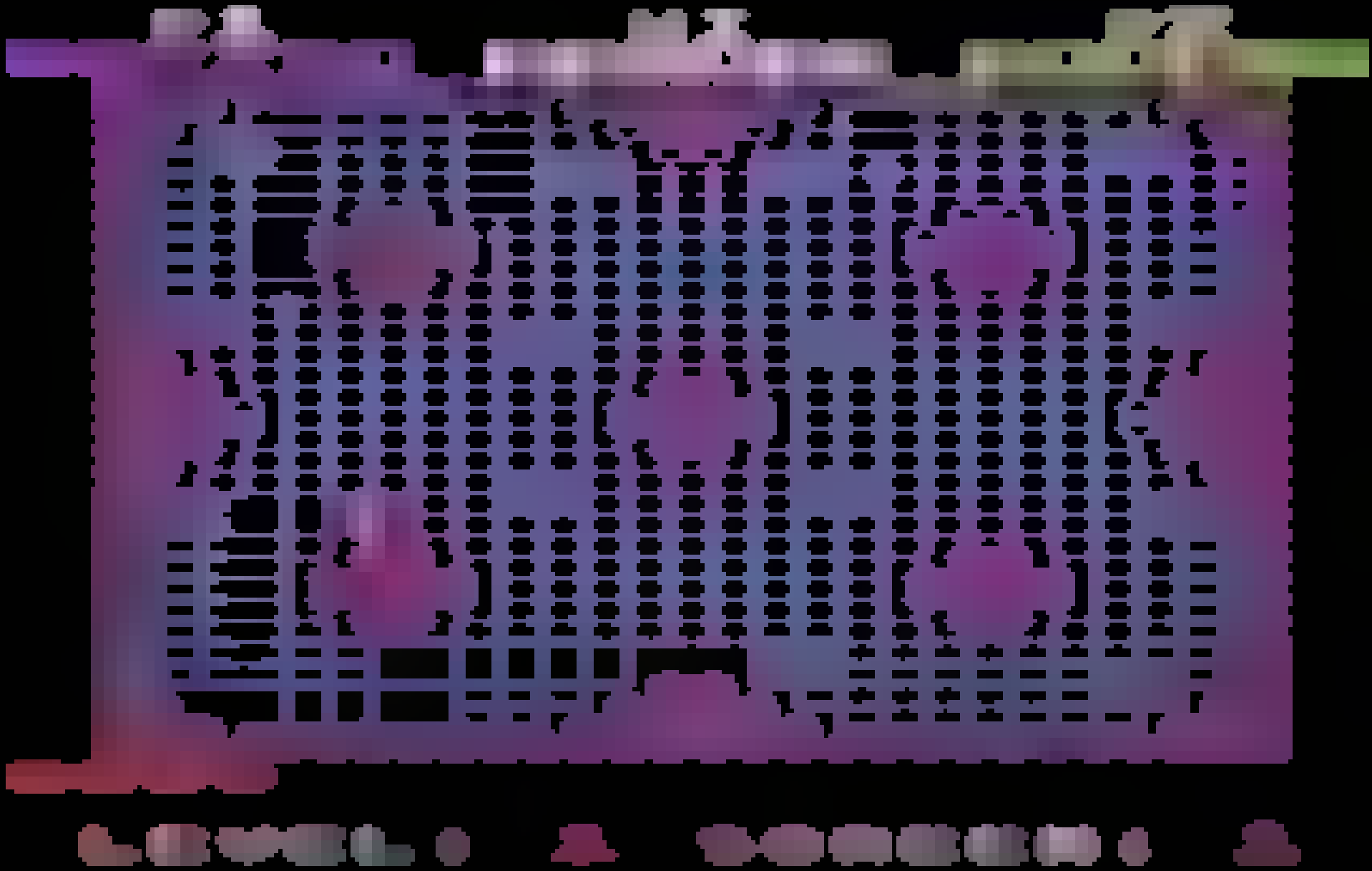
disk clear play test

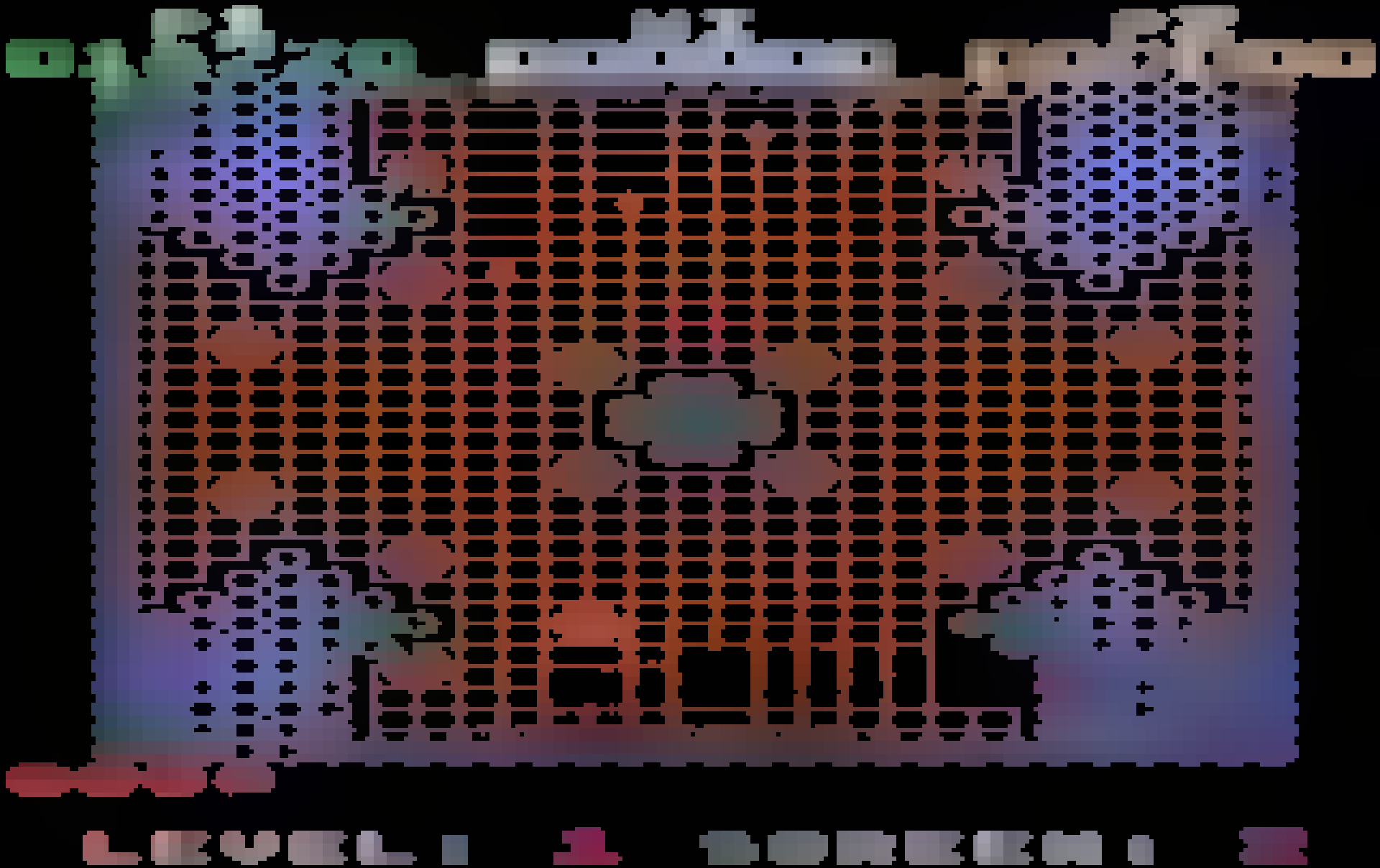

Mr.Robot


SCORE 00070 MEN 04
ENERGY 92 SCREEN A


SCORE 00950 MEN 04
ENERGY 48 SCREEN 8


MR.
ROBOT
II




LEVEL 1 SCREEN 2

HESWARE PRESENTS

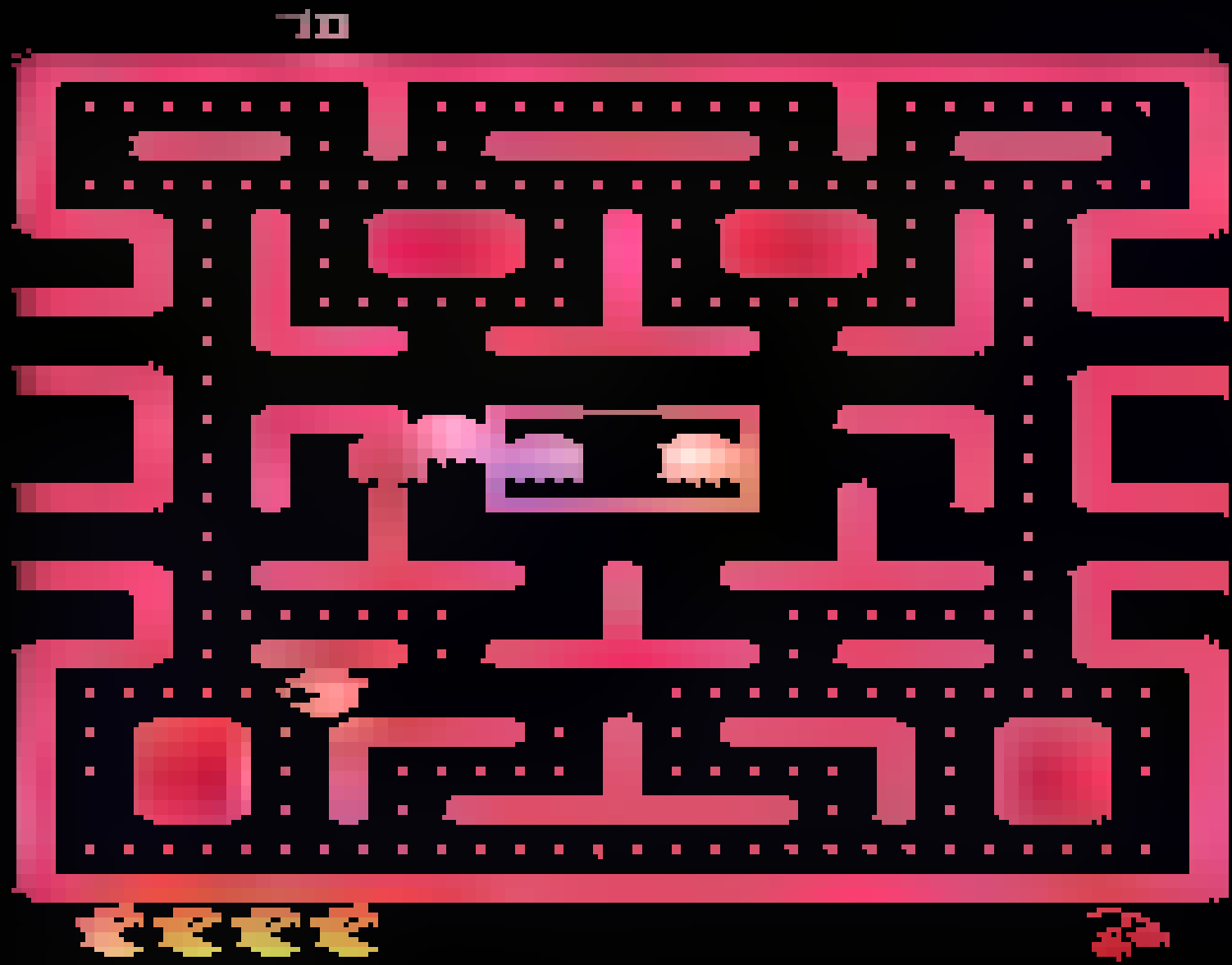
PLAYERS: 1 LEVEL: 1

MR. TNT

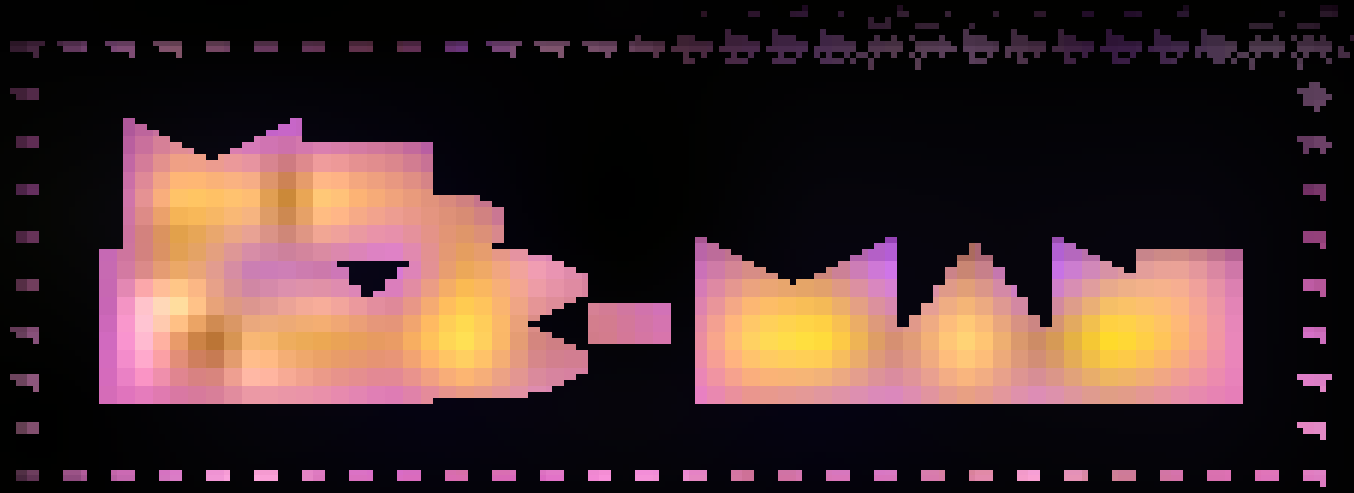
BY

HARLEY H PUTHUFF JR.

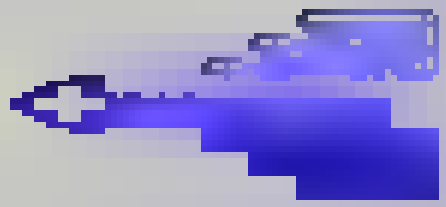
(C) 1982, TELKO INC.
ALL COPYRIGHT 1982

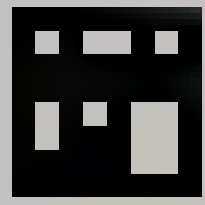



5920



TRANSPORT SHIP

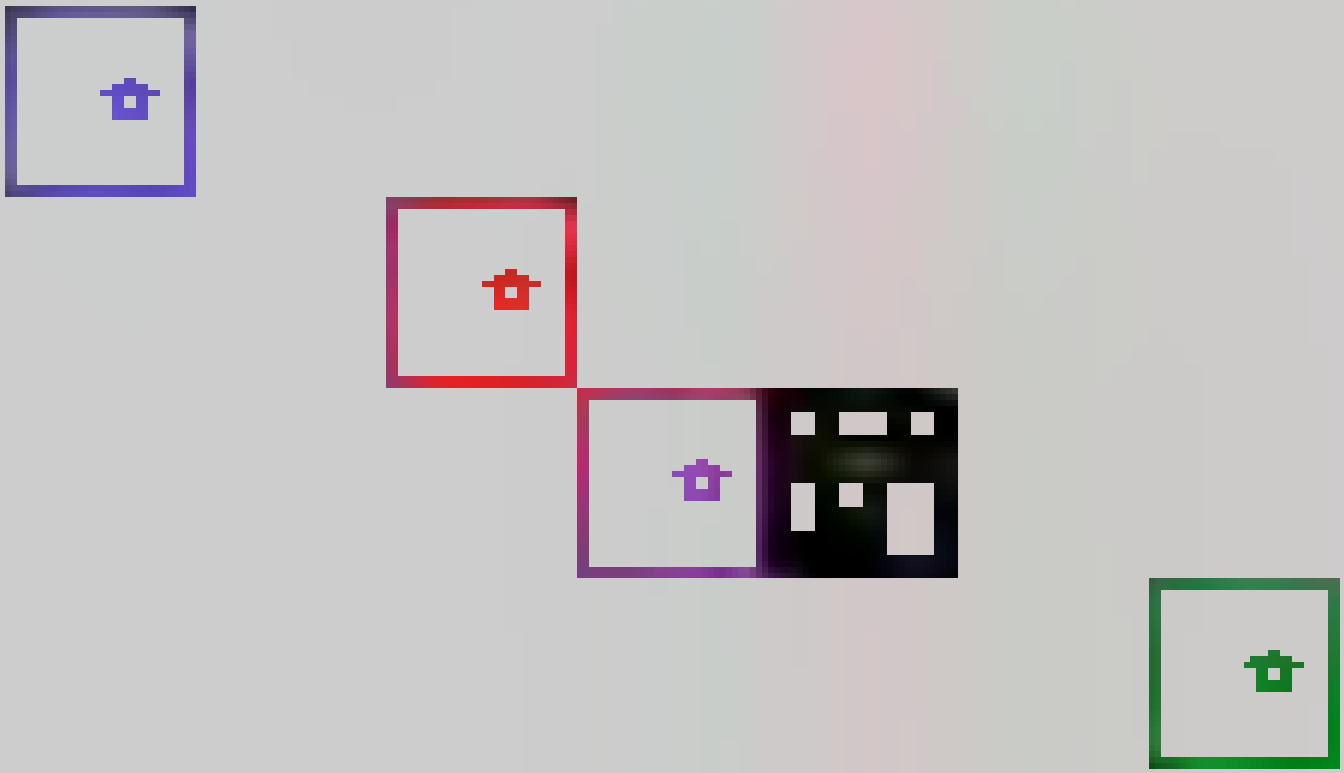




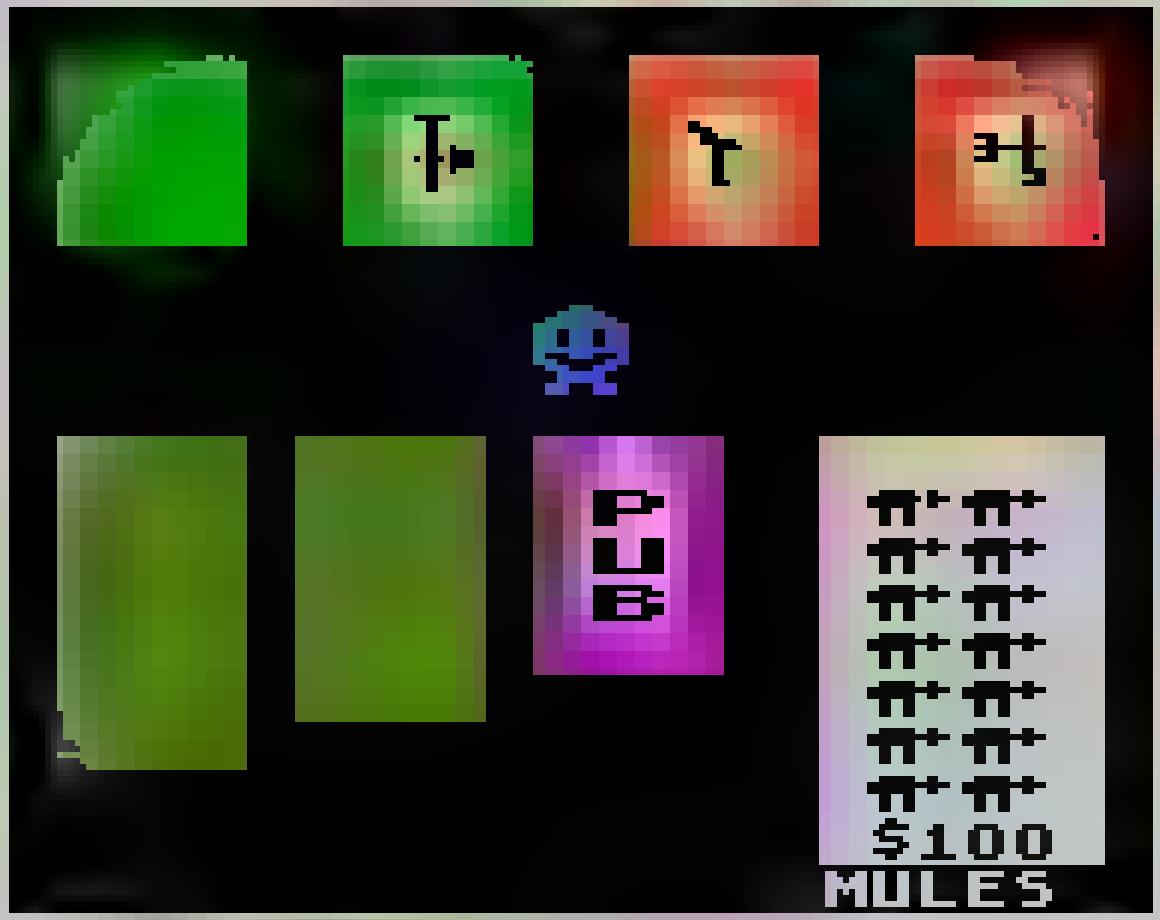
YOU'RE LANDING ON
THE PLANET IRATA.


STATUS SUMMARY NO
MONEY 1000
LAND 0
GOODS 300
TOTAL 1300
MONEY 1000
LAND 0
GOODS 300
TOTAL 1300
MONEY 1000
LAND 0
GOODS 300
TOTAL 1300
MONEY 1000
LAND 0
GOODS 300
TOTAL 1300
COLONY 4200
PRESS ALL PLAYERS BUTTONS TO GO ON.

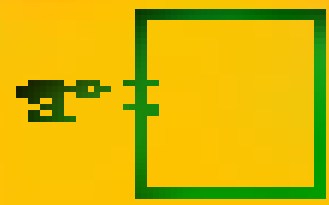
DEVELOPMENT #1



THE COMPUTER IS TAKING HIS TURN


PUB
$100
MULES

M.U.L.E.



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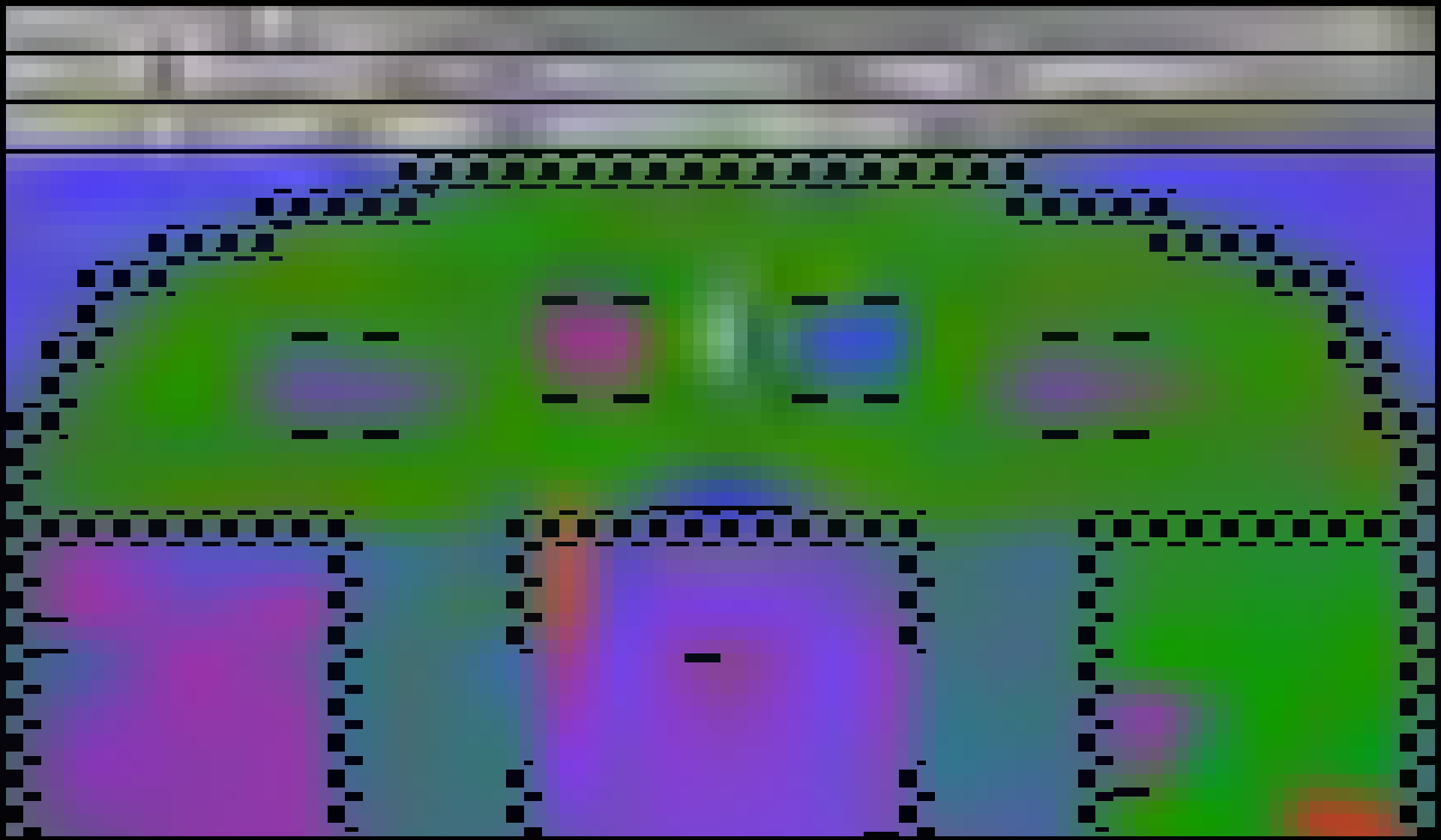
OZARK SOFTSCAPE

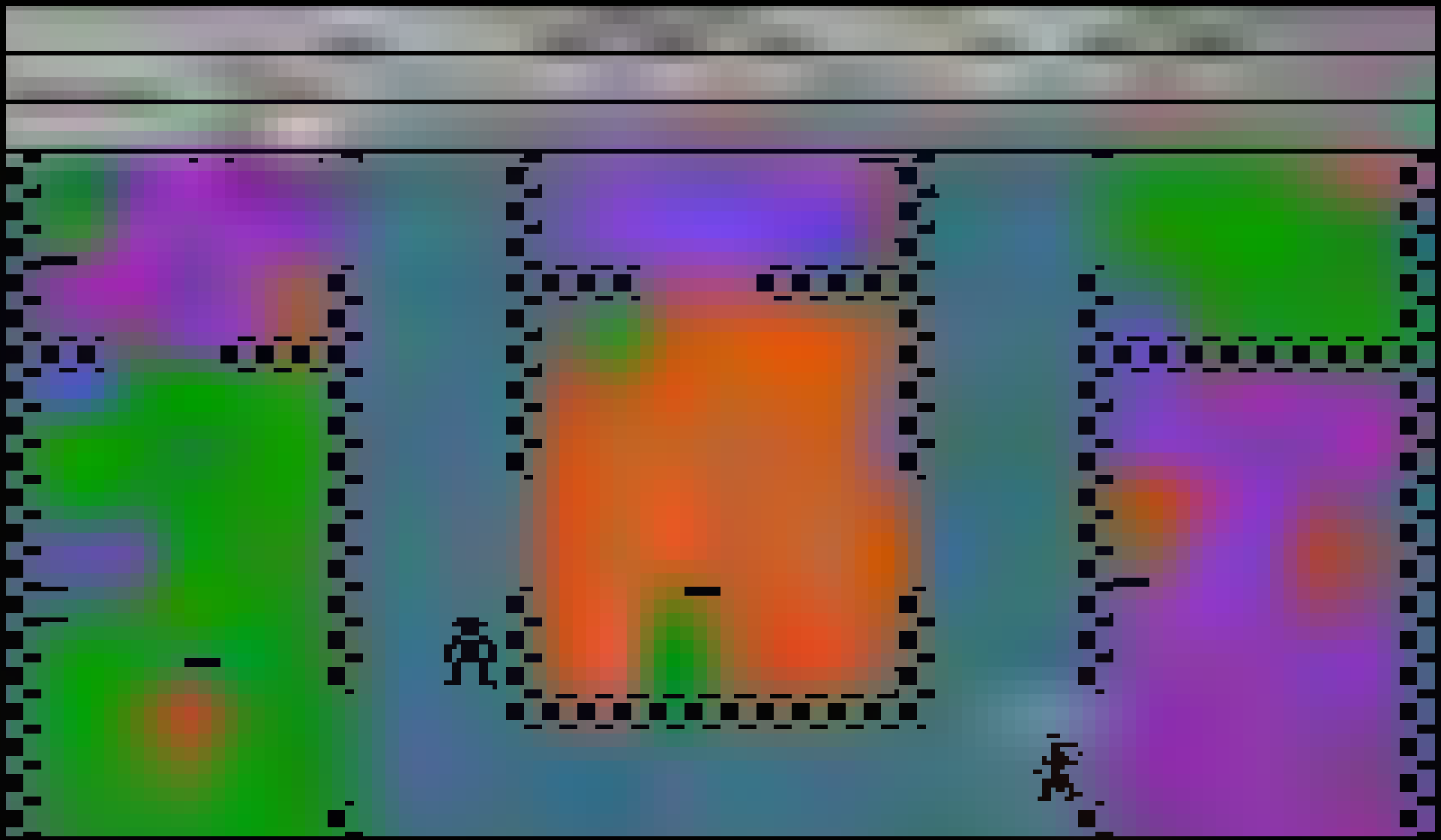
DAN BUNTEN BILL BUNTEN

JIM RUSHING ALAN WATSON

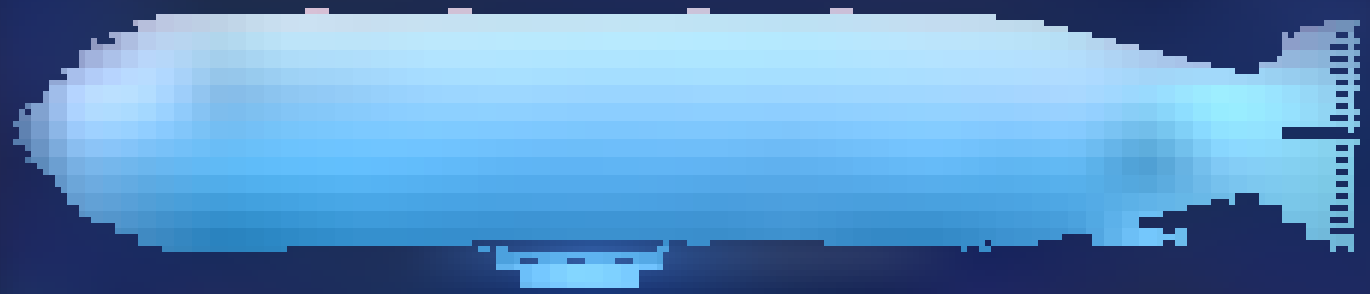


ELECTRONIC ARTS





ORDER 66
ZINDERNEUF



PROGRAM BY ROBERT LEYLAND



MYRIAPEDE

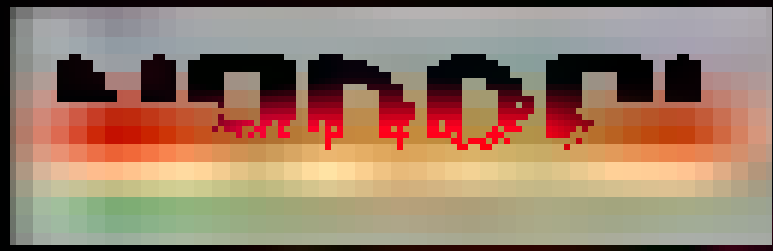
(C) 1982
LANDON DYER

THIS SOFTWARE
IS IN THE PUBLIC
DOMAIN, AND IS
MEANT FOR SALE.


leben
bestleistung
leben
nr. 2
000750
3
000750
3
000000


nr. 1
000100
leben
3
bestleistung
001100
leben
3
nr. 2
000000

© ATARI



von julian reschke und andreas wiethoff

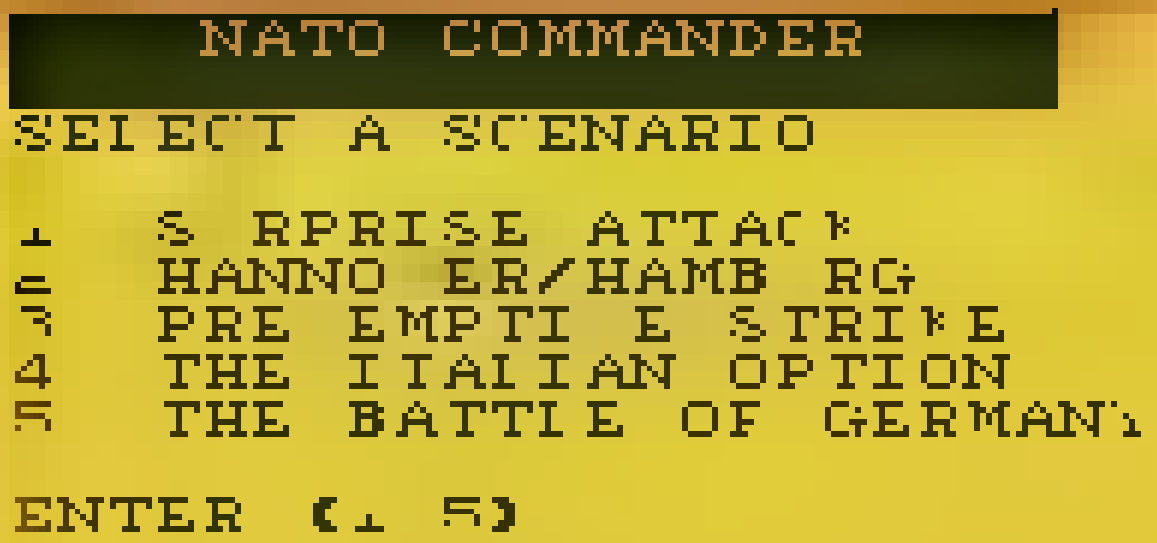
zahl der spieler mit [redacted] einstellen
ein spieler

mit [redacted] das labyrinth auswählen
mission : alpha

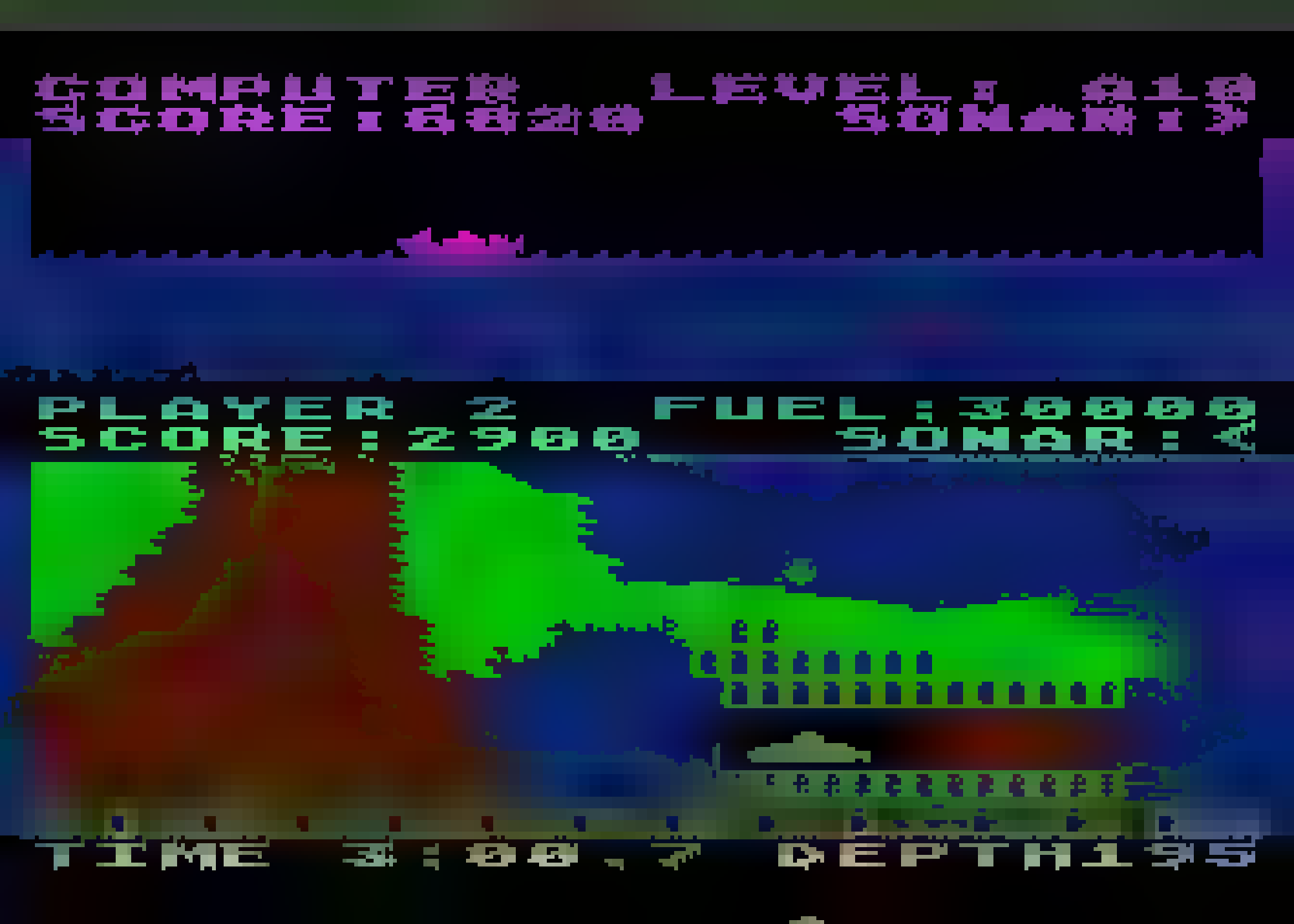
schwierigkeitswahl mit [redacted]
anfänger

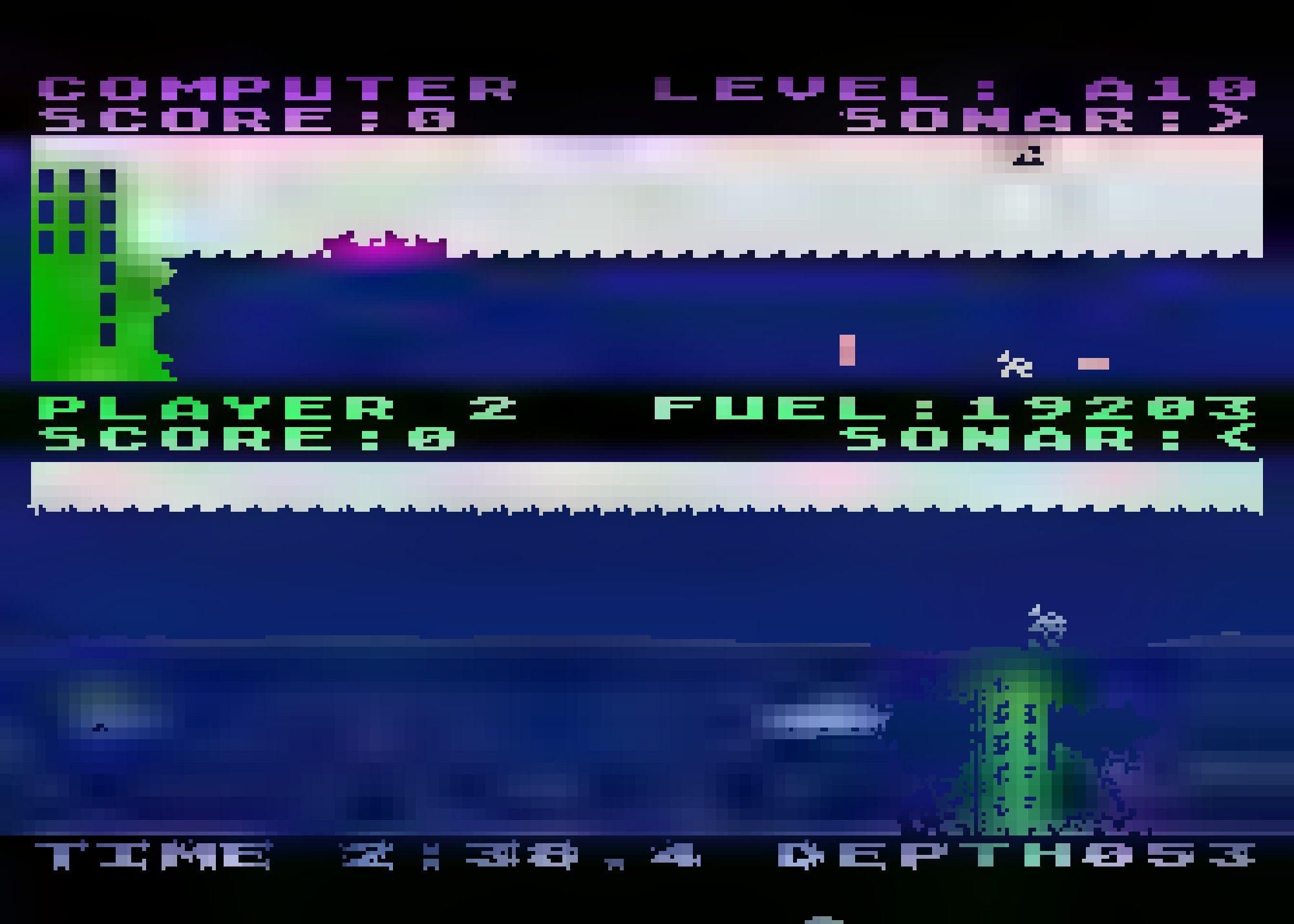
[redacted] für den spielbeginn



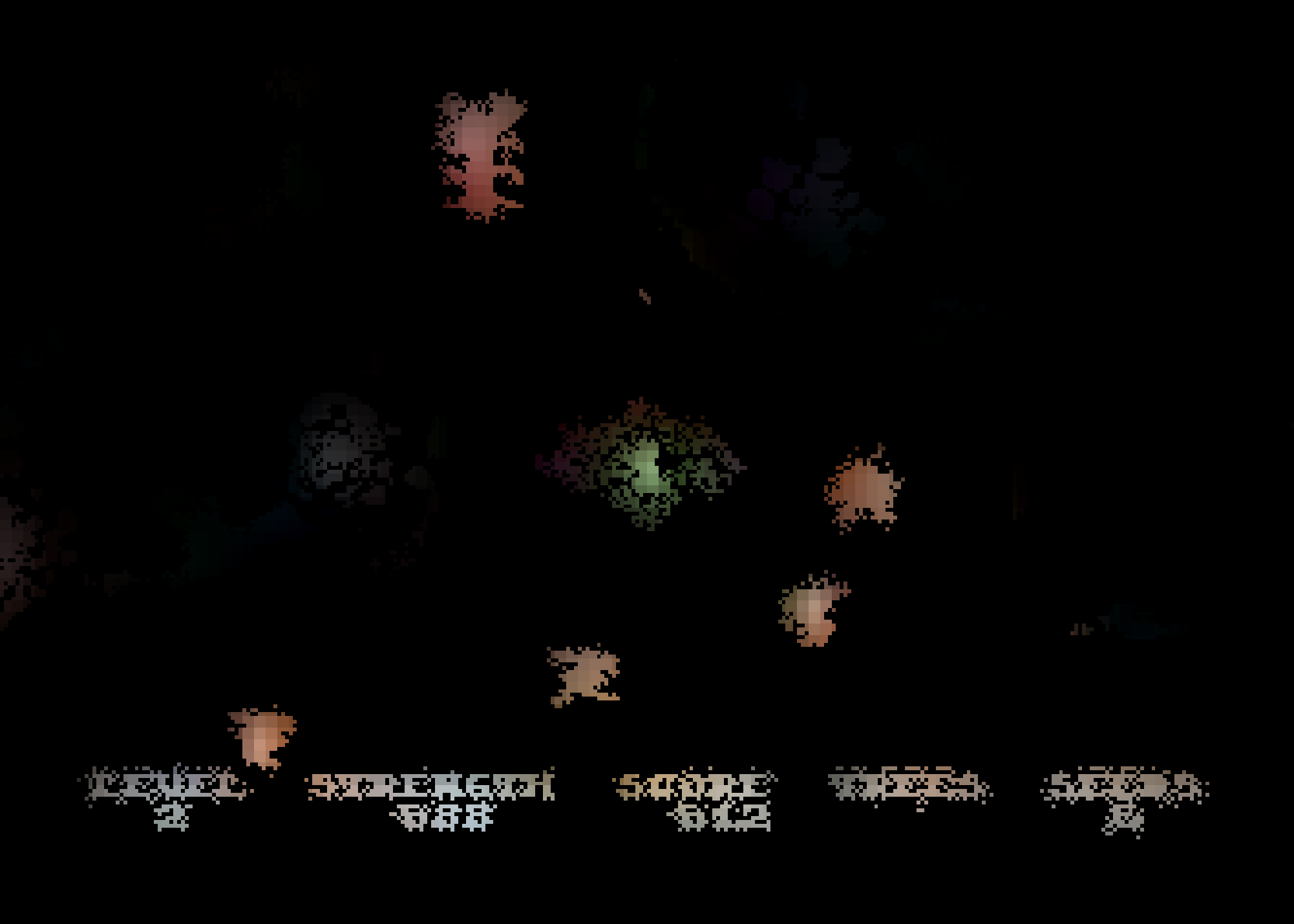

NATO COMMANDER
SELECT A SCENARIO
1 SURPRISE ATTACK
2 HANNOVER/HAMBURG
3 PRE EMPTIVE STRIKE
4 THE ITALIAN OPTION
5 THE BATTLE OF GERMANY
ENTER (1-5)

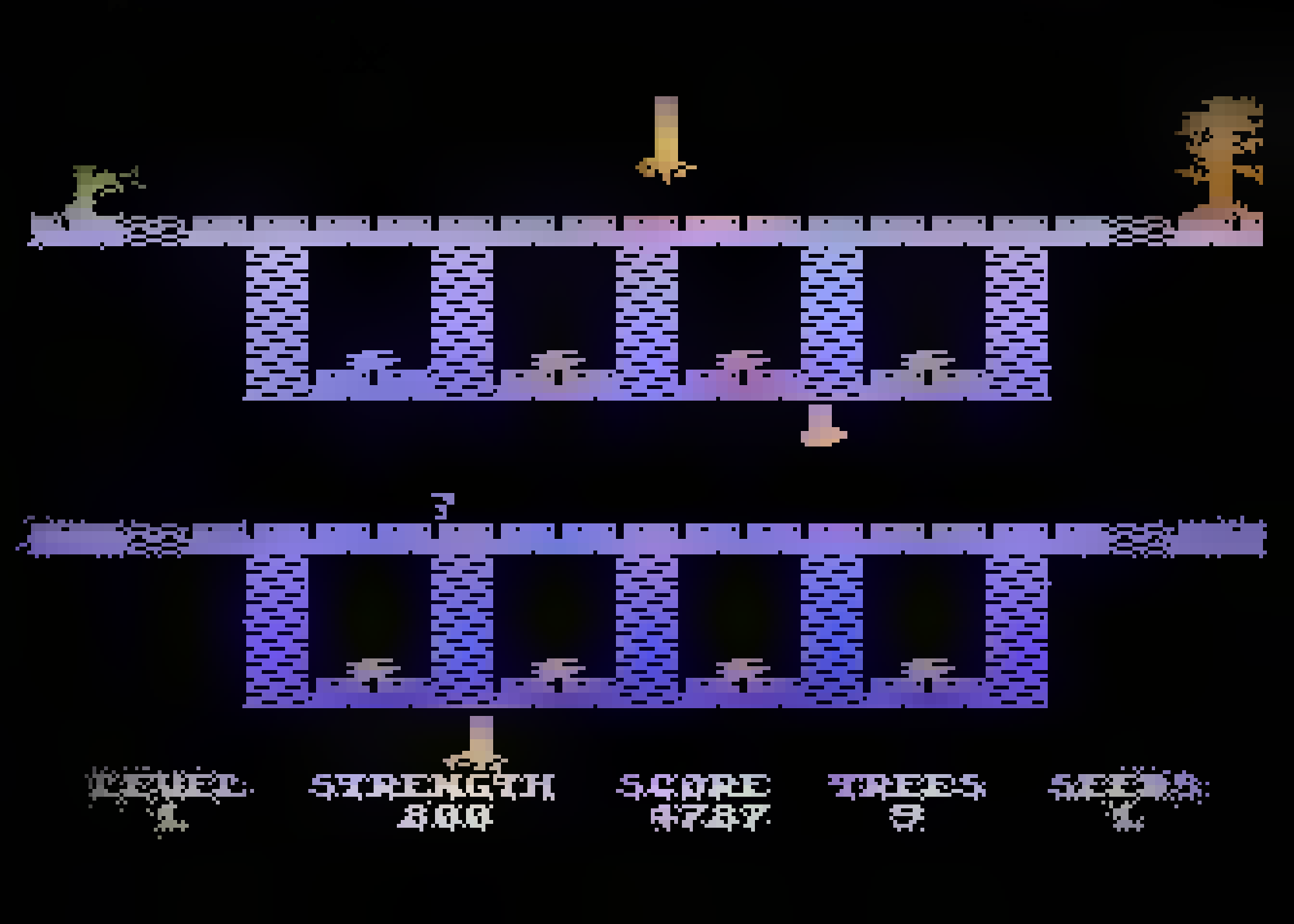


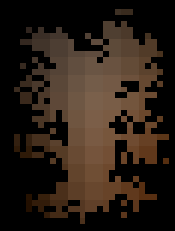

COMPUTER LEVEL: 19
SCORE:8888 SONAR:3
PLAYER 2 FUEL:30000
SCORE:2900 SONAR:4
TIME 3:00.7 DEPTH195


COMPUTER LEVEL: A10
SCORE:0 SONAR:>
PLAYER 2 FUEL:19203
SCORE:0 SONAR:<
TIME 2:38.4 DEPTH053


NAUTILUS
BY MIKE POTTER
COPYRIGHT SYNAPSE SOFTWARE 1982


LEVEL
28
SCORE
688
SAVE
612
TIME
SCORE
36


LEVEL
4
STRENGTH
800
SCORE
4787
TIMES
2
SCENE
4



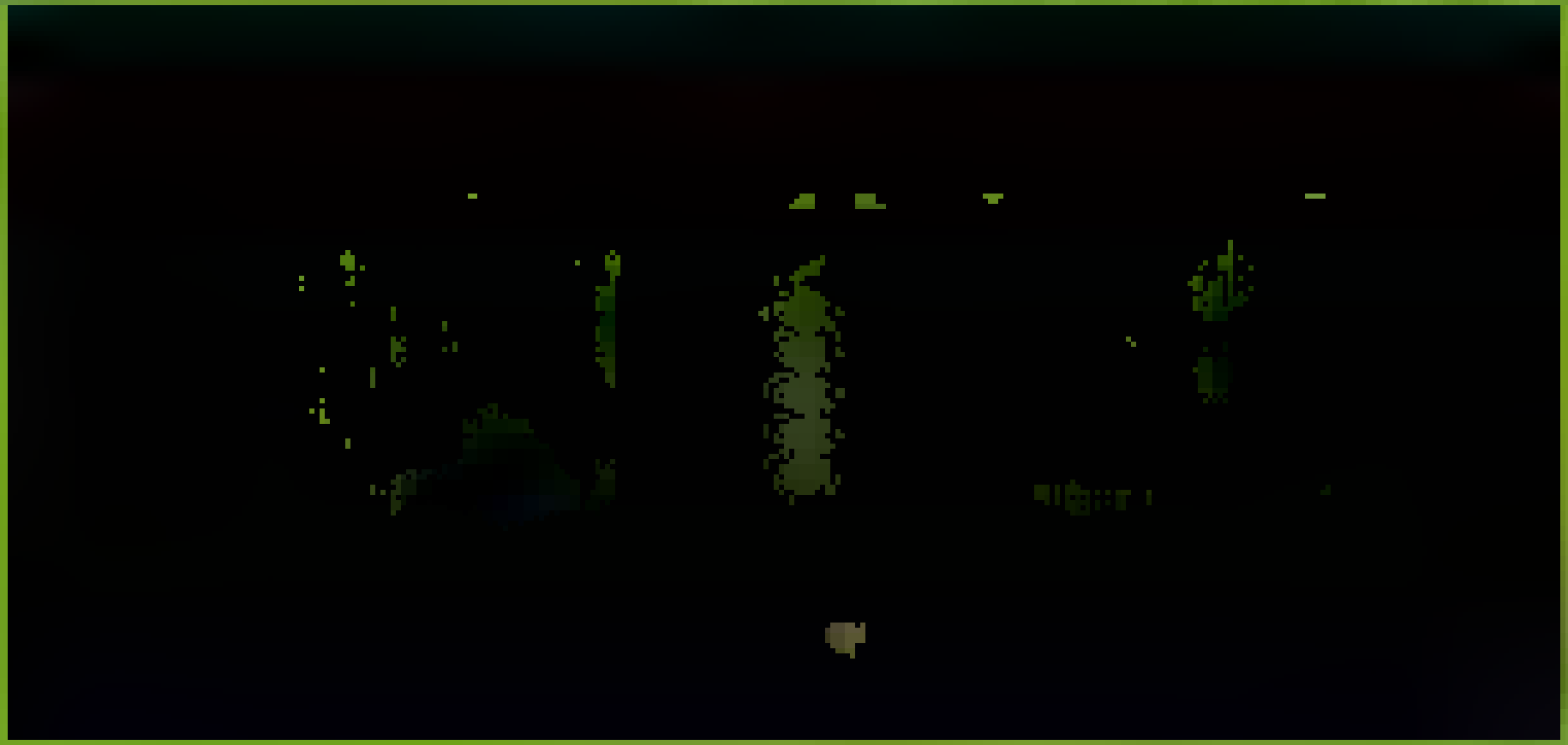
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BY

[illegible]

[illegible]

[illegible]



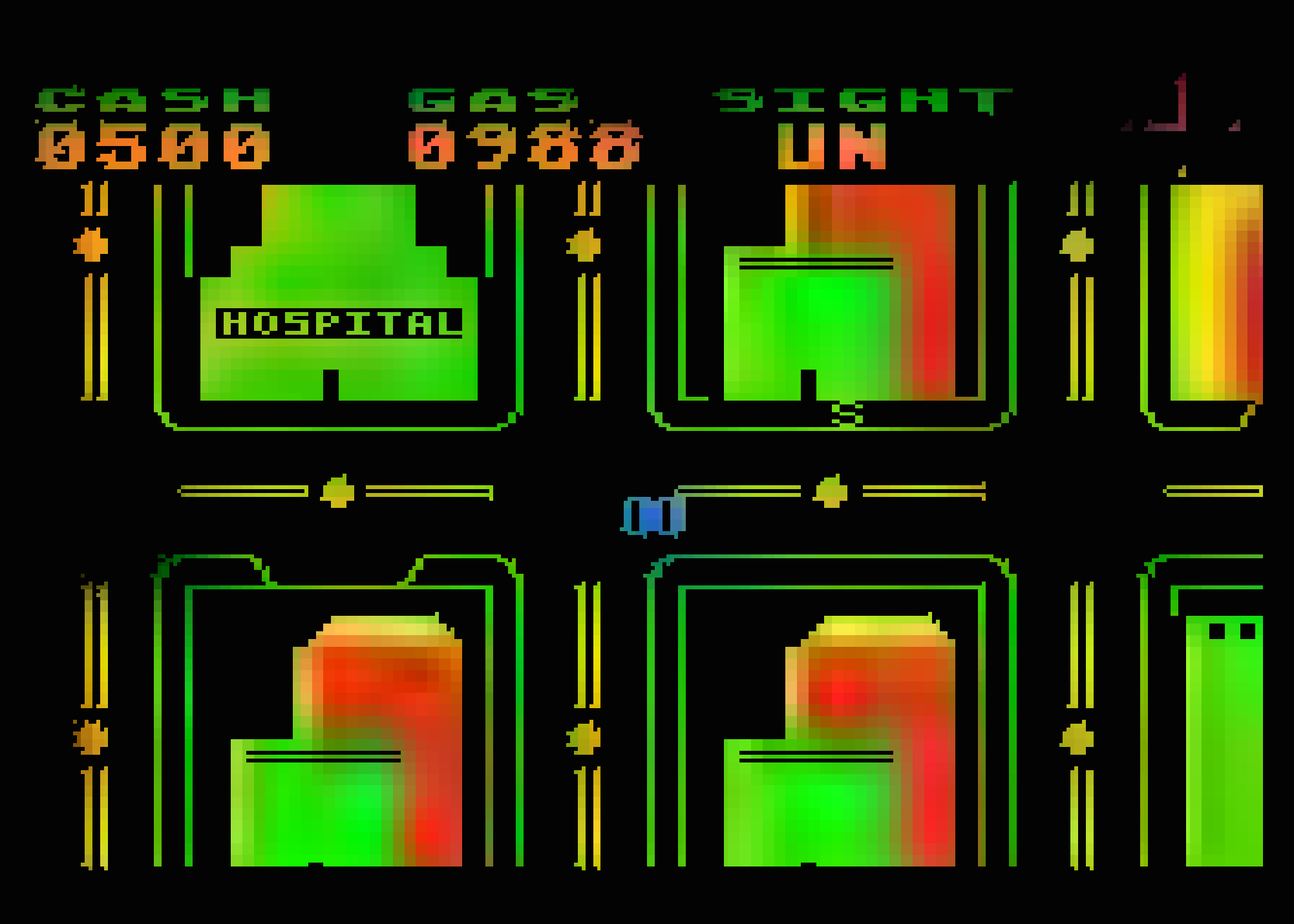


CASH 0500

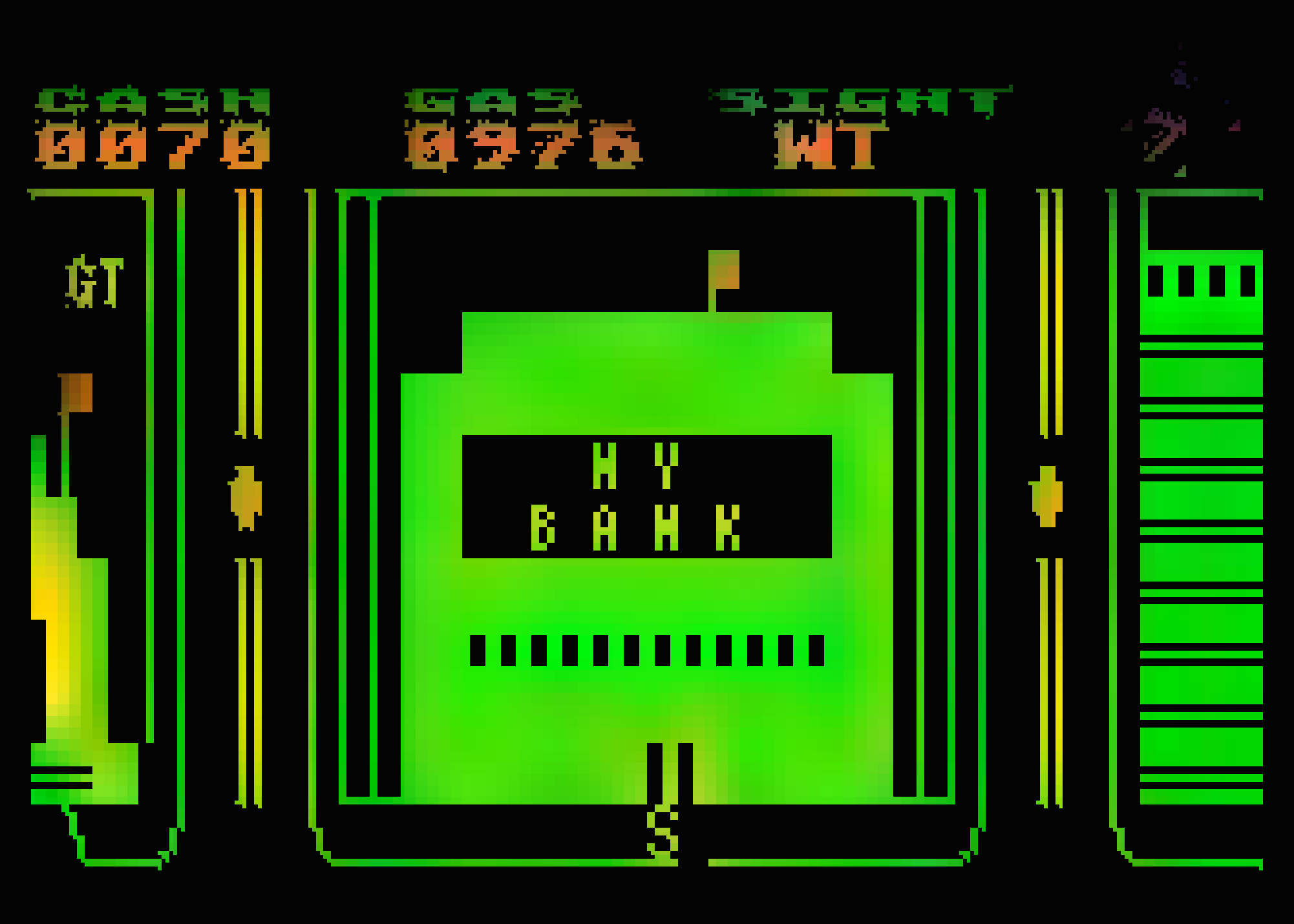
GAS 0998

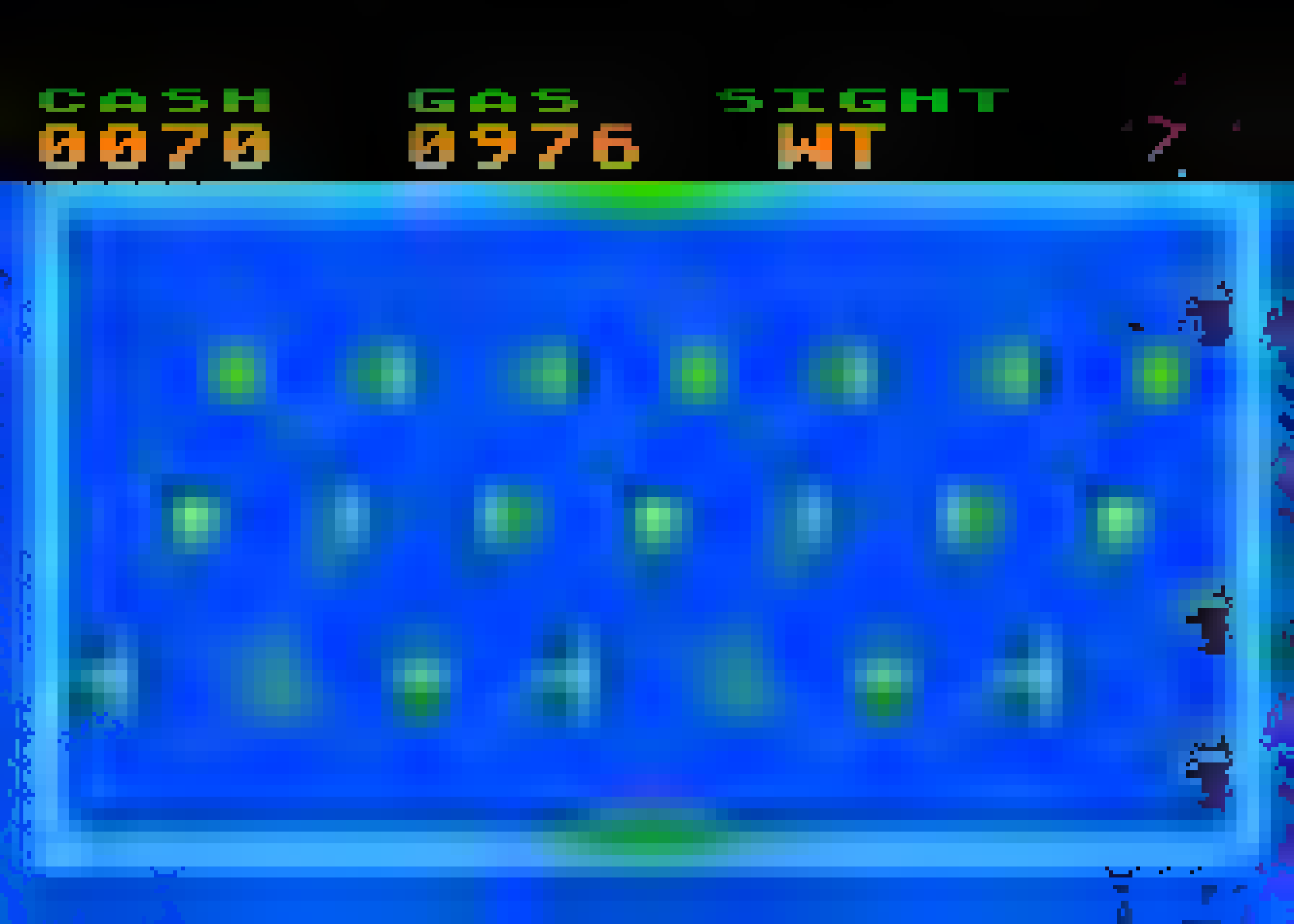
SIGHT UN

NEW YORK CITY →


CASH
0500
GAS
0980
SIGHT
UN
HOSPITAL


CASH
0300
GAS
0976
SIGHT
UN

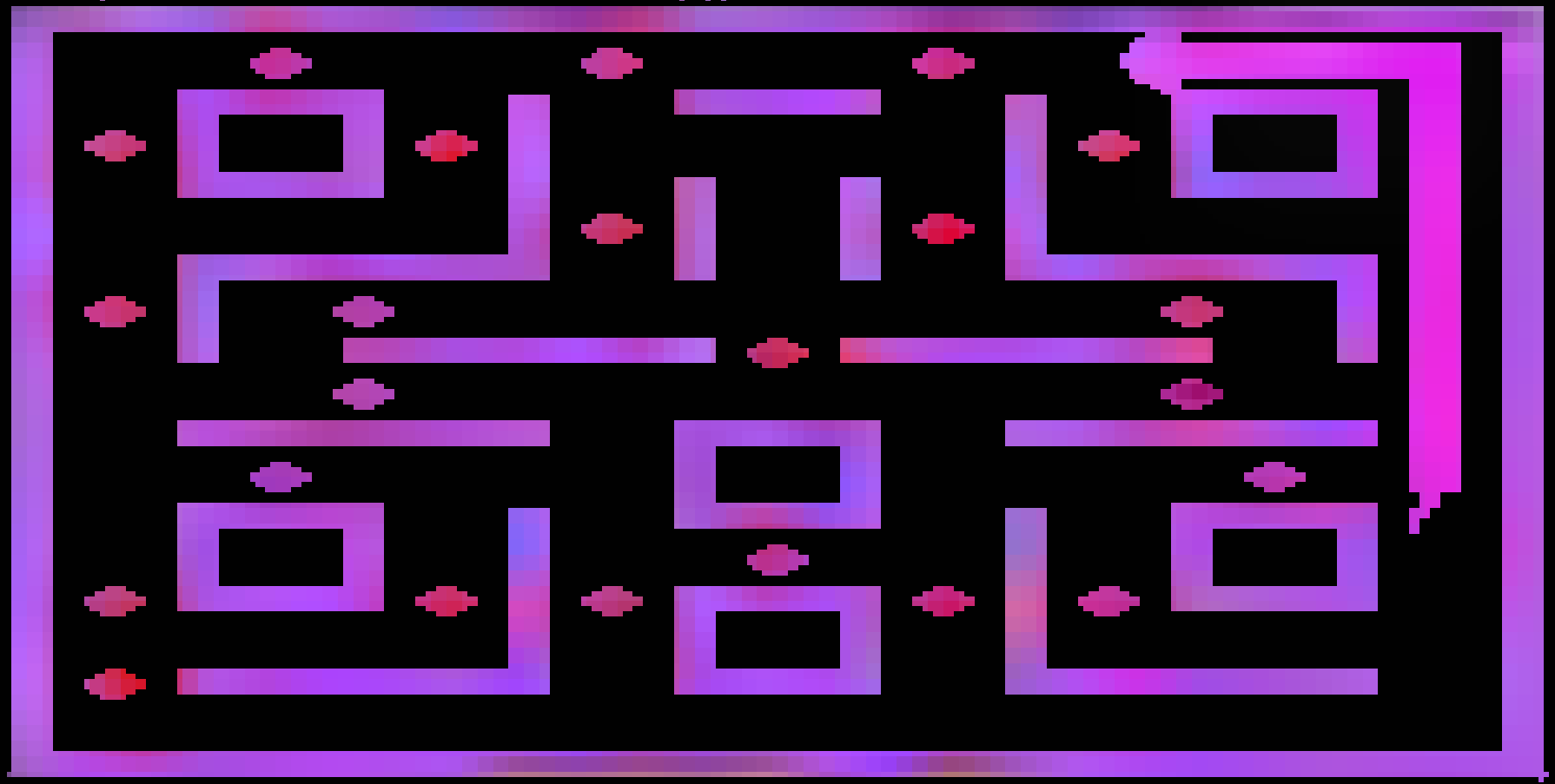

CASH
8878
GAS
8976
SIGHT
WT
GT
HY
BANK


CASH
0070
GAS
0976
SIGHT
WT
?

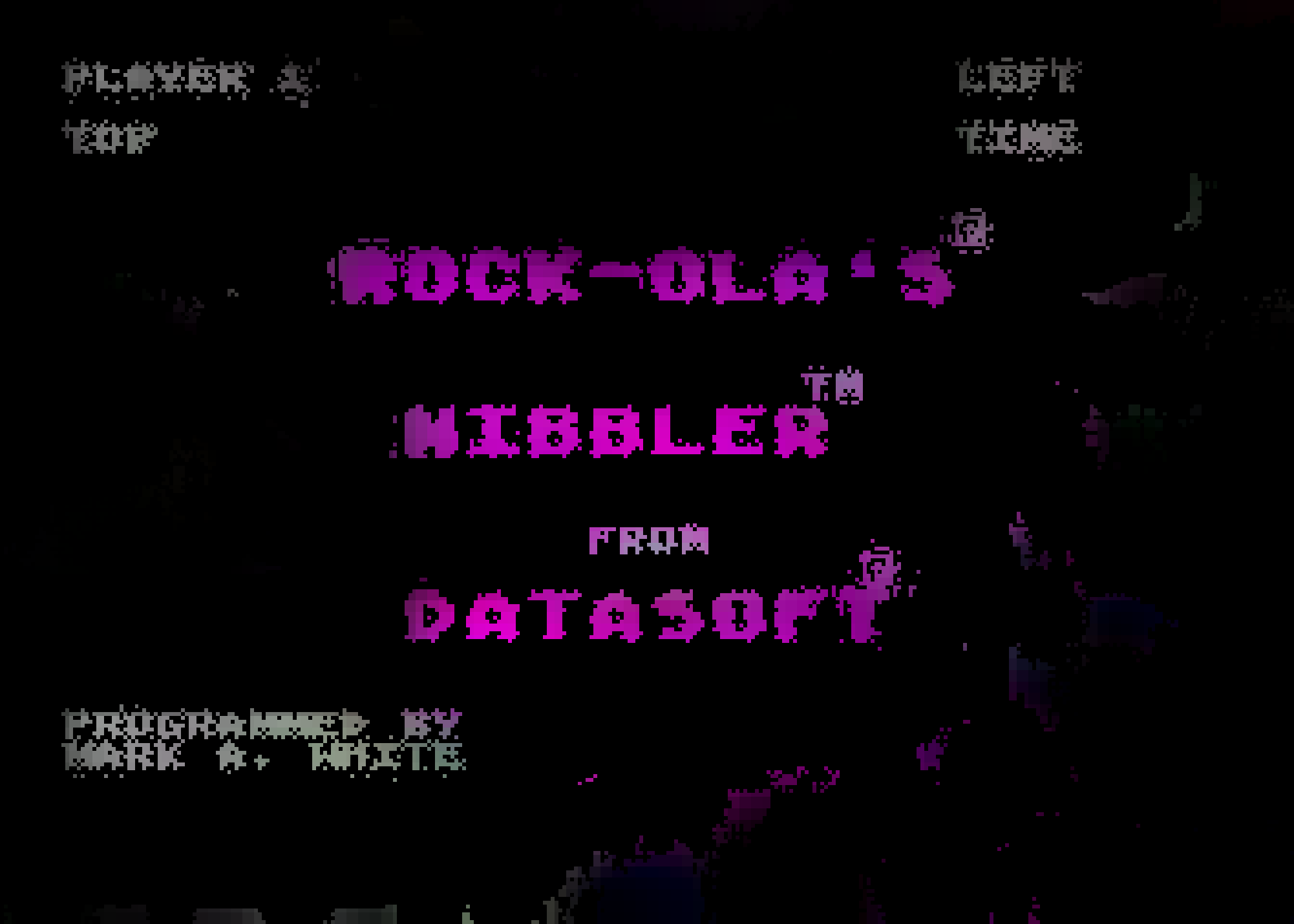


PLAYER 1 50 LEFT 05

TOP 50 TIME 940

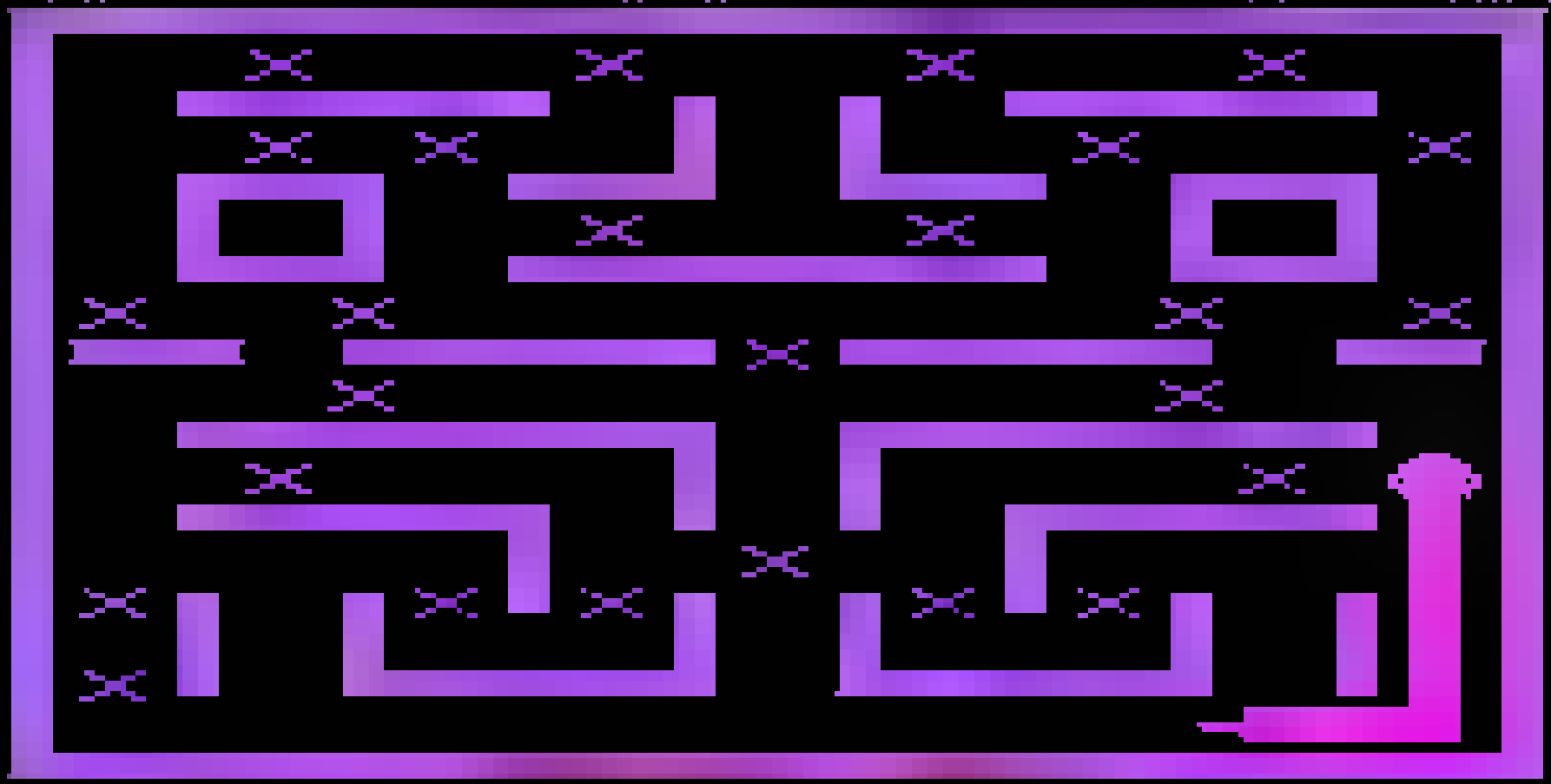


MAZE 01


ROCK-OLA'S
NIBBLER™
FROM
DATASOFT
PROGRAMMED BY
MARK A. WHITE

PLAYER 1 0400 LEFT 05

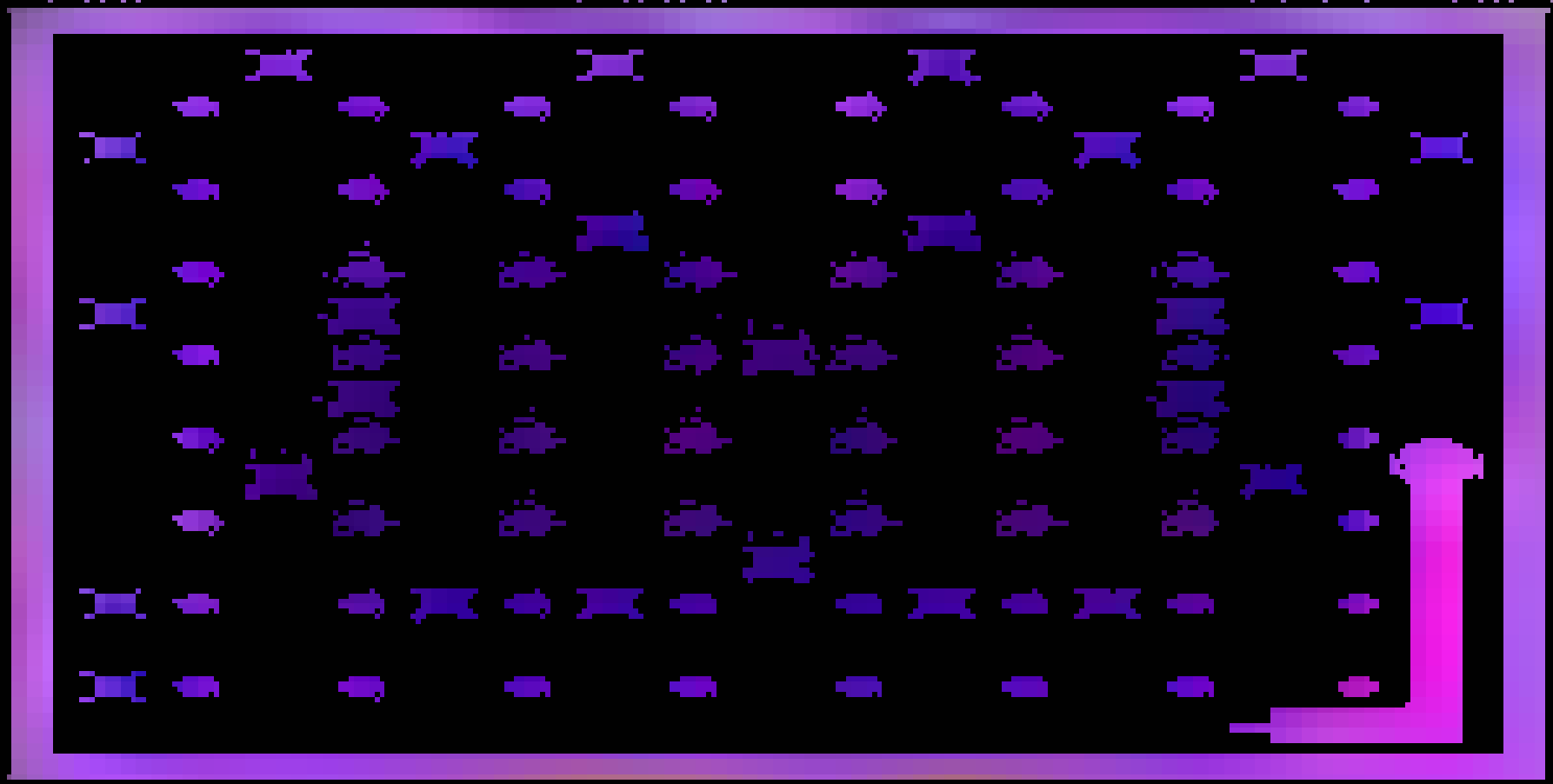
TOP 0400 TIME 0360



HAVE 02

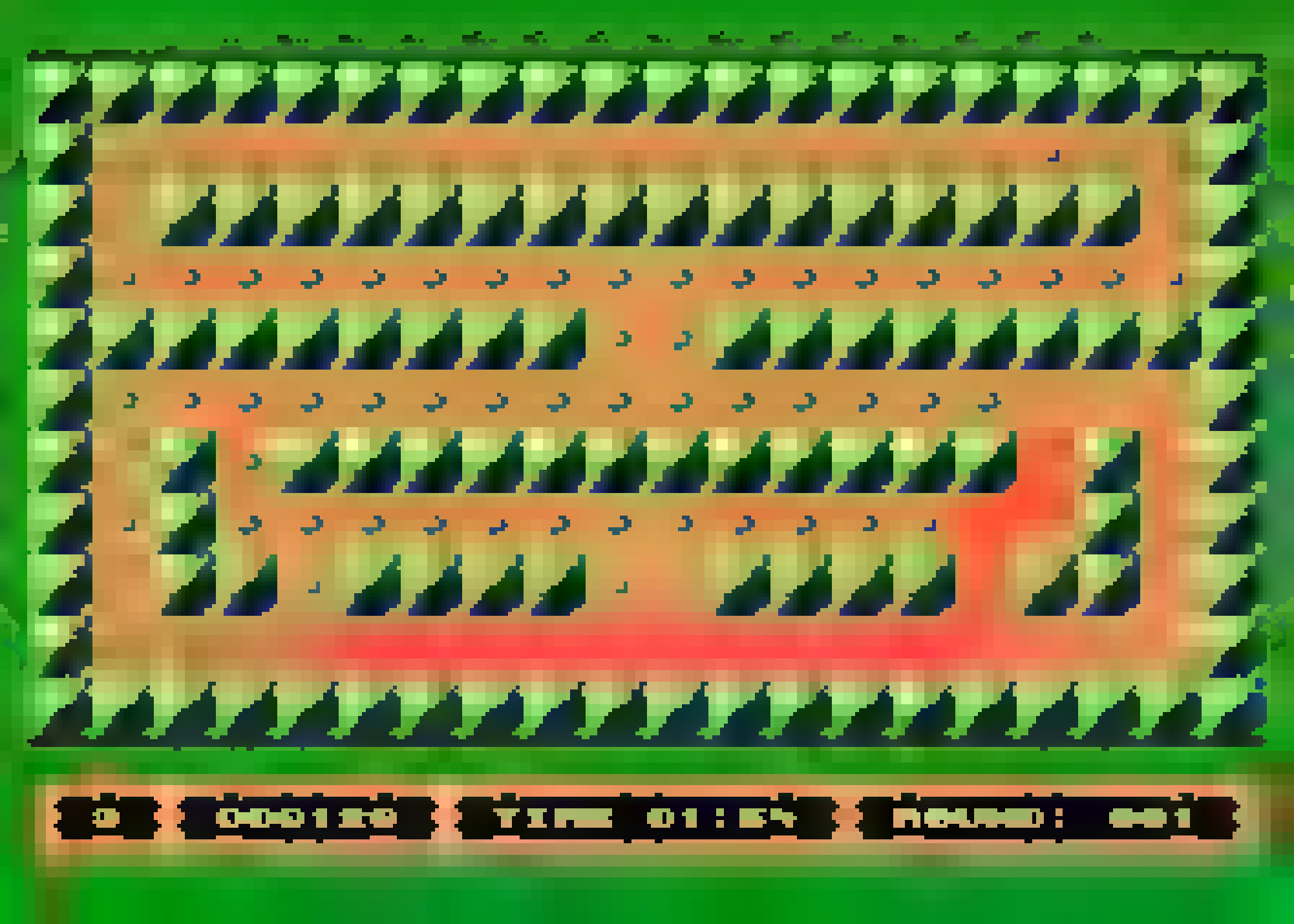
PLAYER 1 2888 LEFT 05

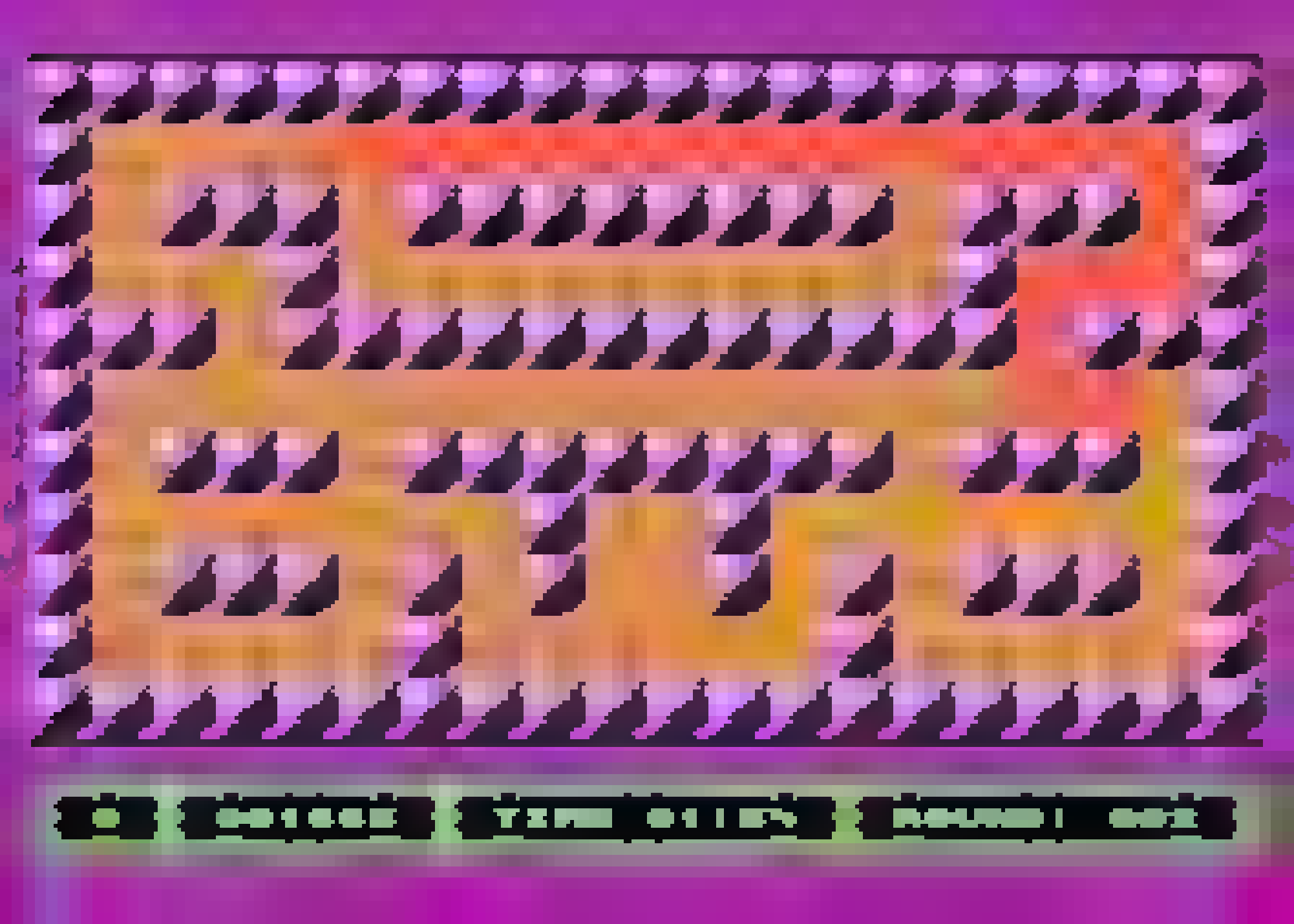
TOP 2888 TIME 960

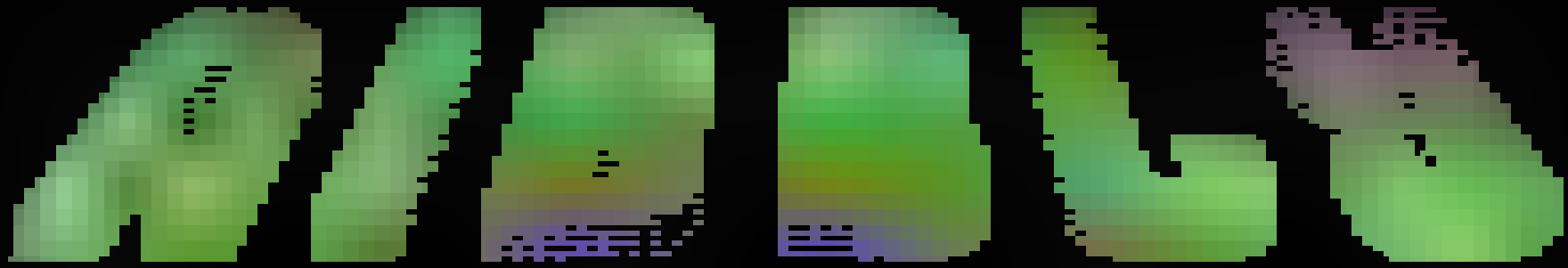


MAZE 03


by Parker Bros


0
TIME 01:57
ROUND: 01

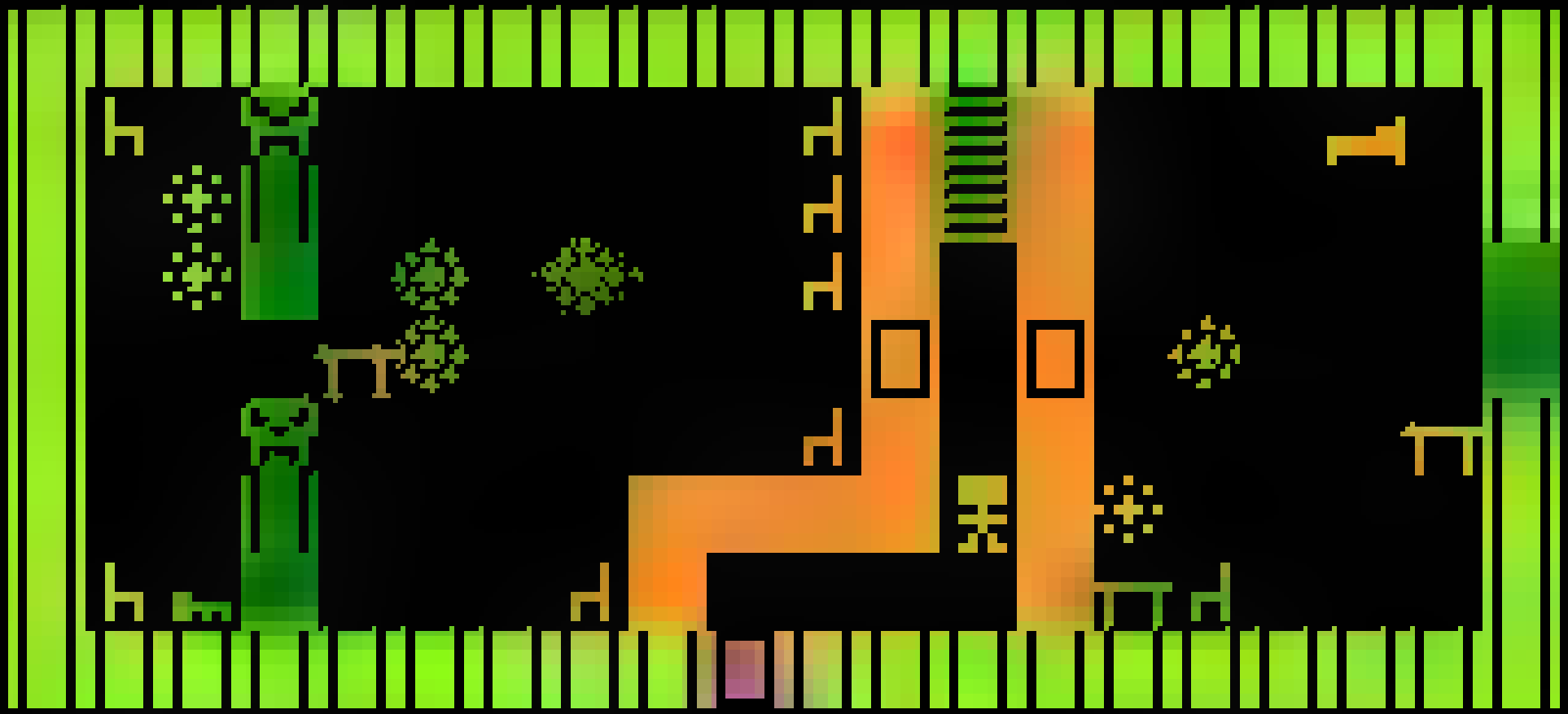




Programming
Tomasz Biela
Krzysztof Swiecicki
Graphics
Kamil Walaszek
Music
Thomas Magarynski





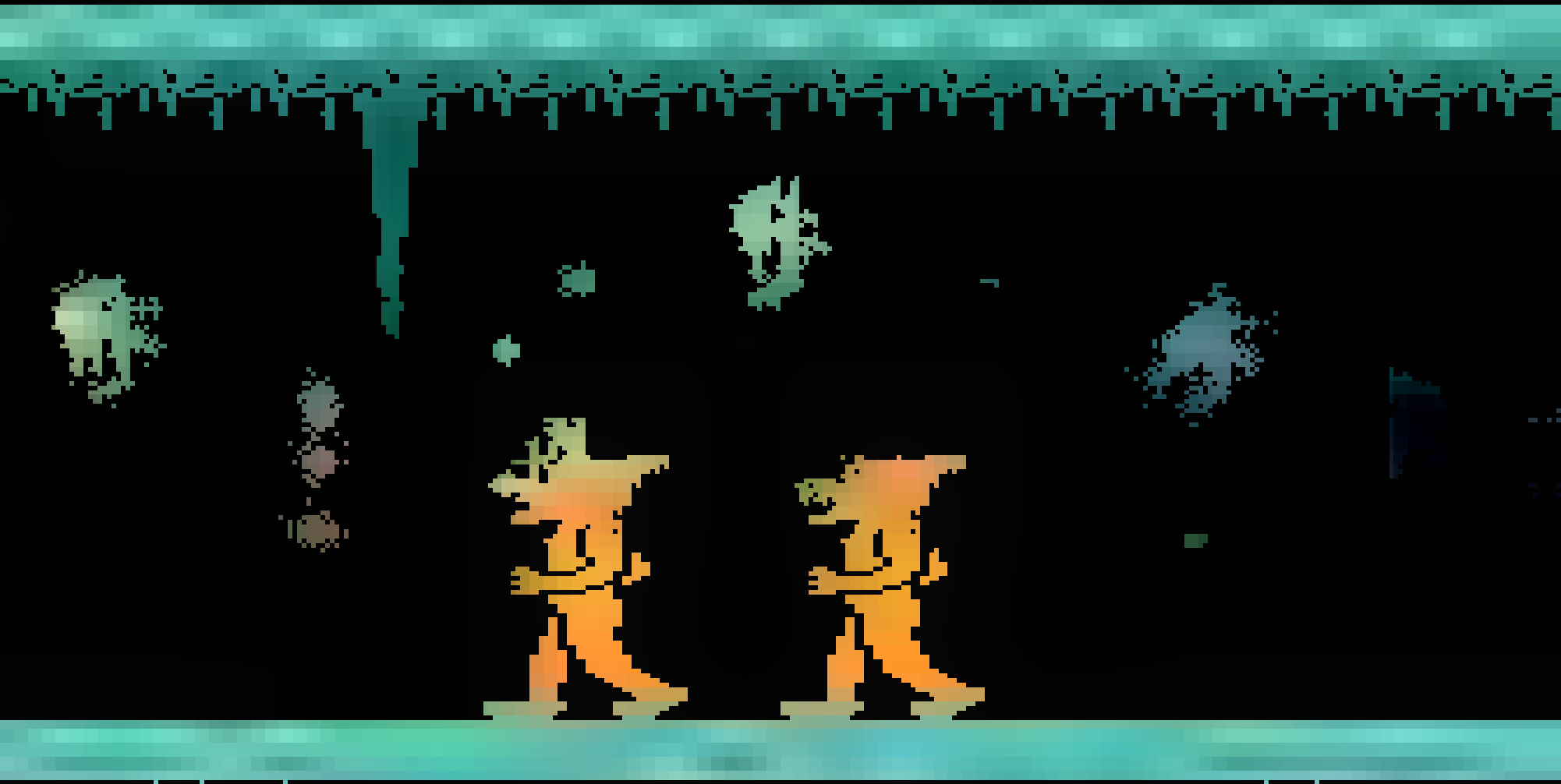


Ж300 ♙0 🗝0 🗝0 0005

NIGHTMARE MANOR

CREATED BY JIM DAVIS

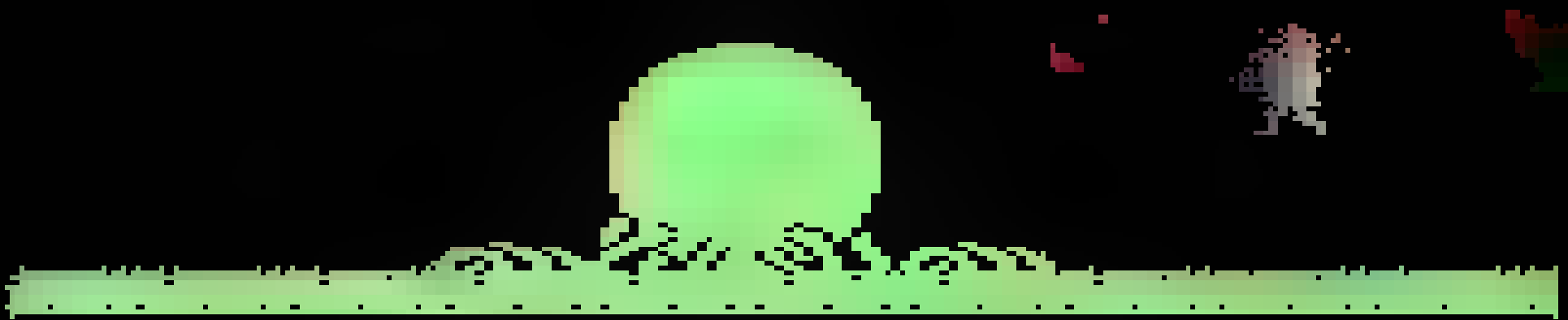

SCORE 60
HIGH 60
POWER 37
FAERIES 5
GRUNTS 5
ARFLITS 48

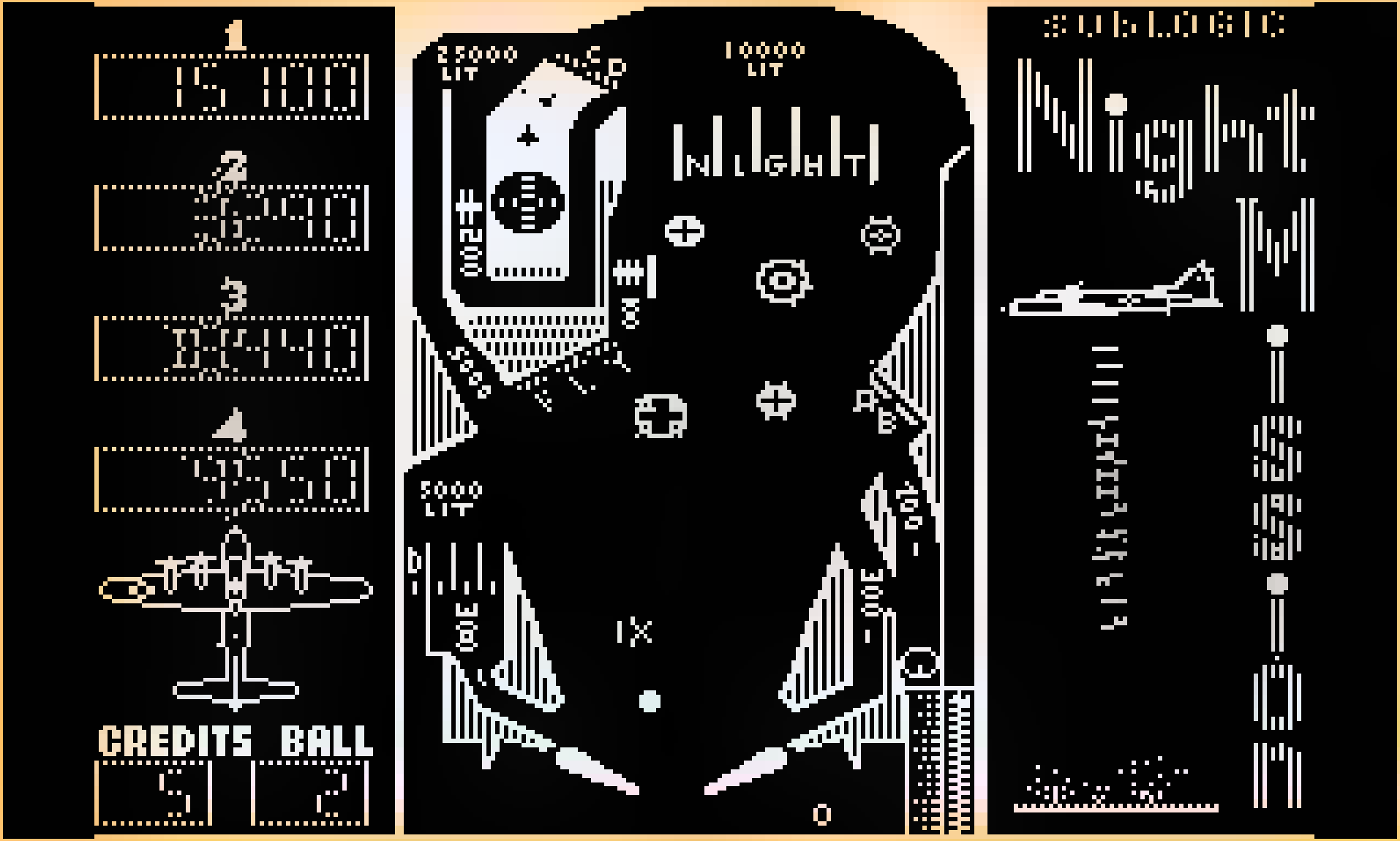


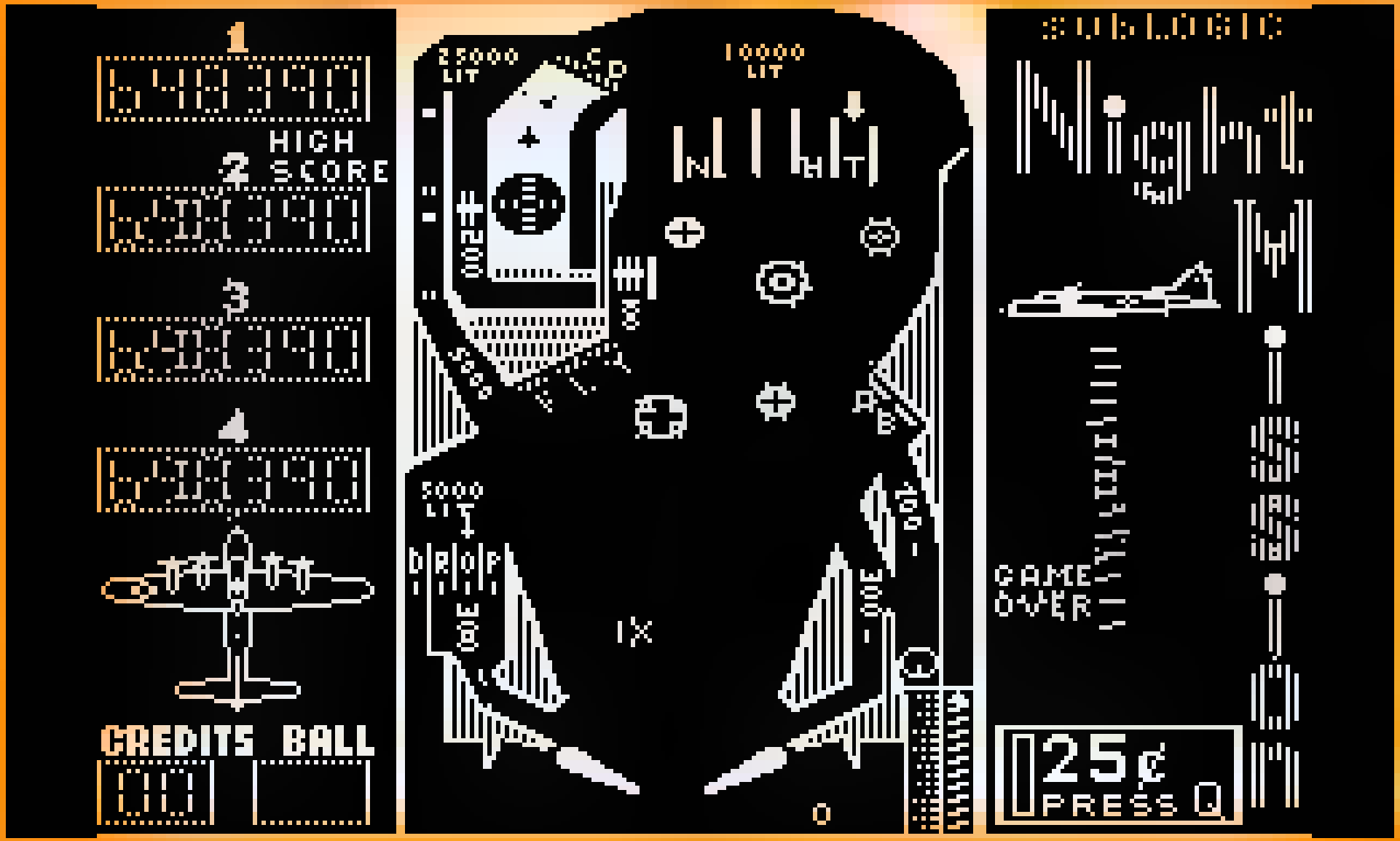
SCORE 0 HIGH 110 POWER 92
FAERIES 5 GRUNTS 8 ARFLITS 30

Nightmares

By Duncan Stuart




1
2
3
4
CREDITS
BALL
25000
LIT
10000
LIT
NIGHT
#200
5000
LIT
100
300
BONUS


1
HIGH
2 SCORE
3
4
CREDITS BALL
25000
LIT
10000
LIT
5000
LIT
GAME
OVER
25¢
PRESS Q

BY PETER FILIBERTI DATAMOST INC 1983

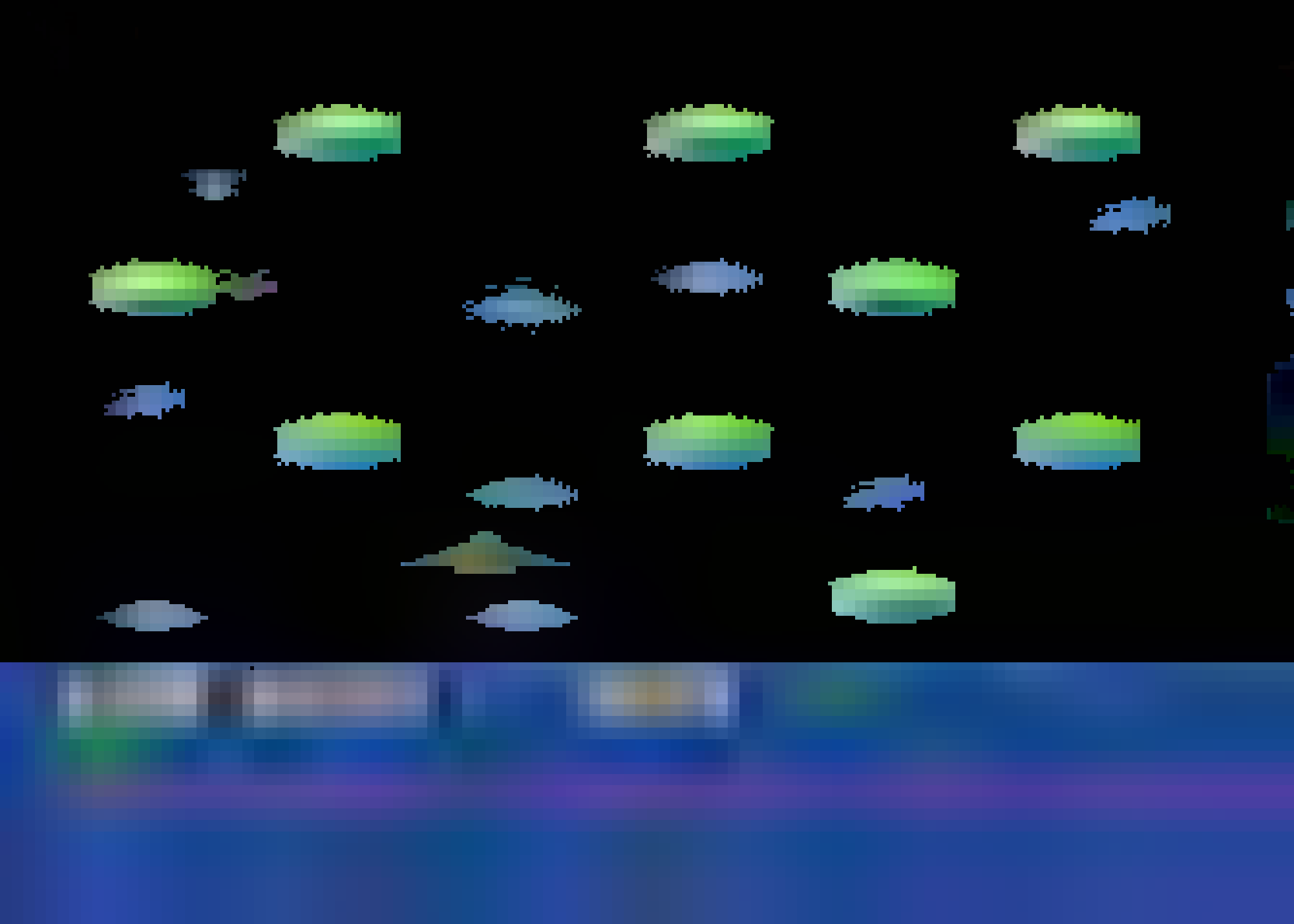
HIGH SCORE
000000

YOUR SCORE
000000

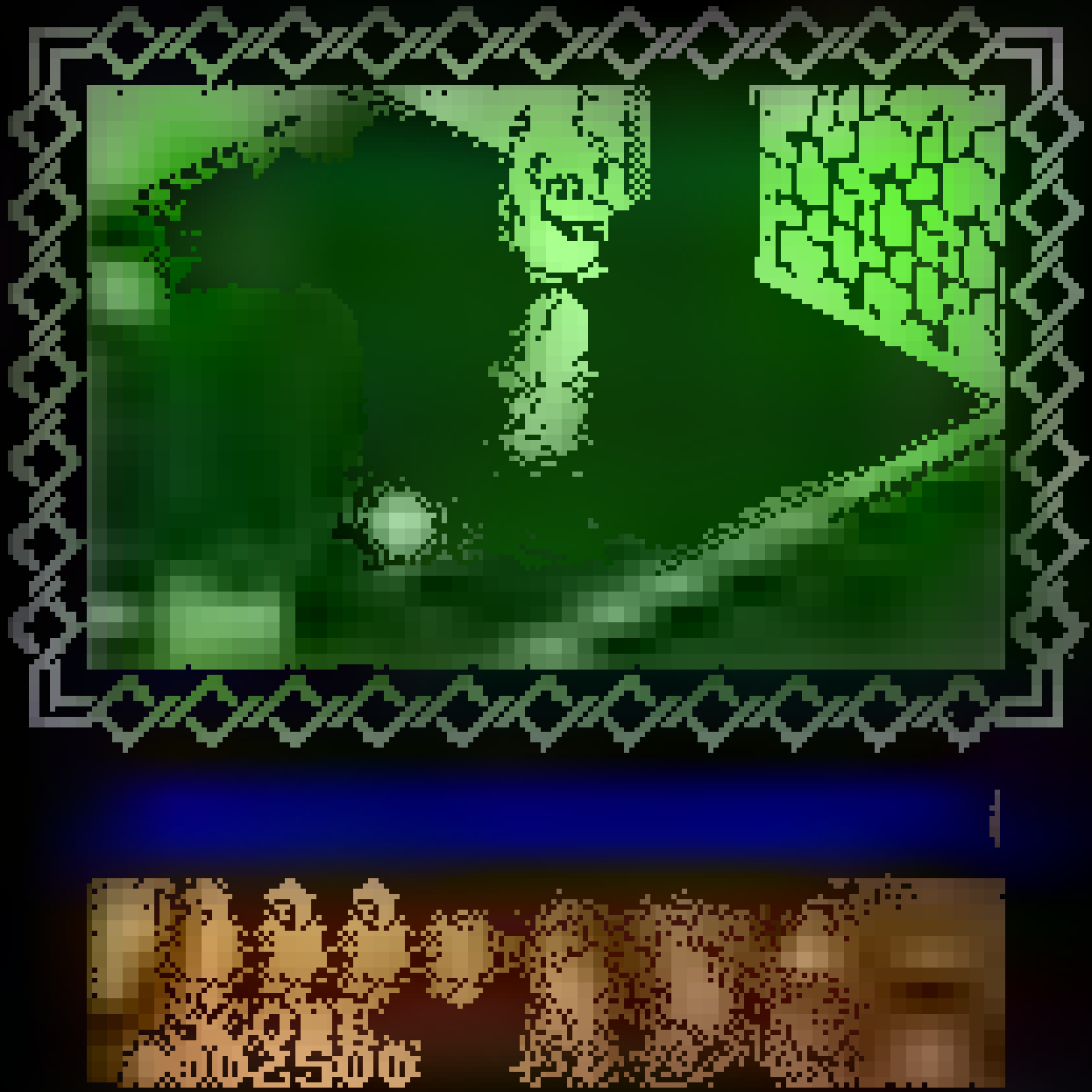
PRESS SELECT TO CHANGE STARTING RANK
PRESS START OR FIRE BUTTON TO PLAY

CURRENT RANK NOVICE

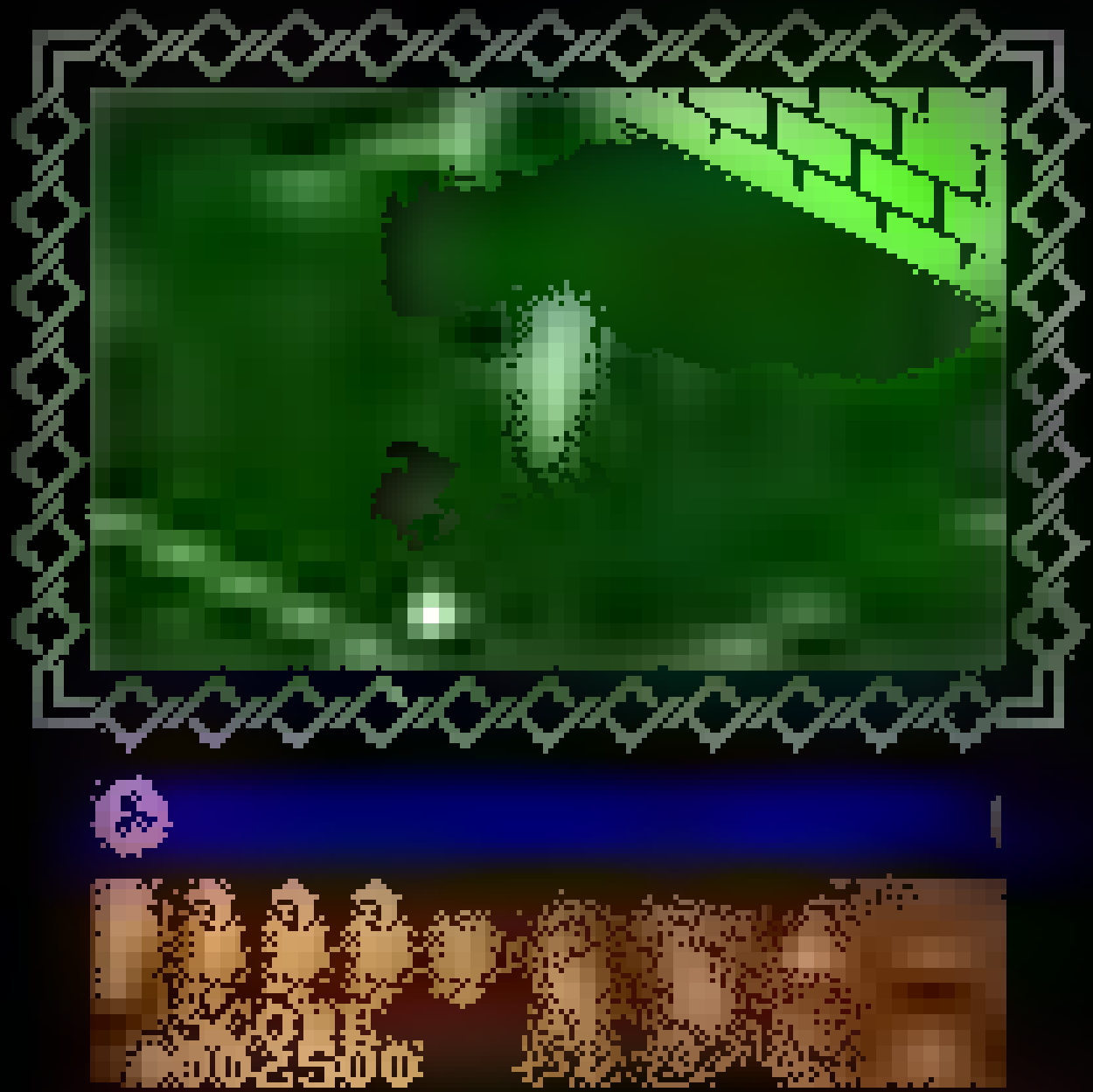


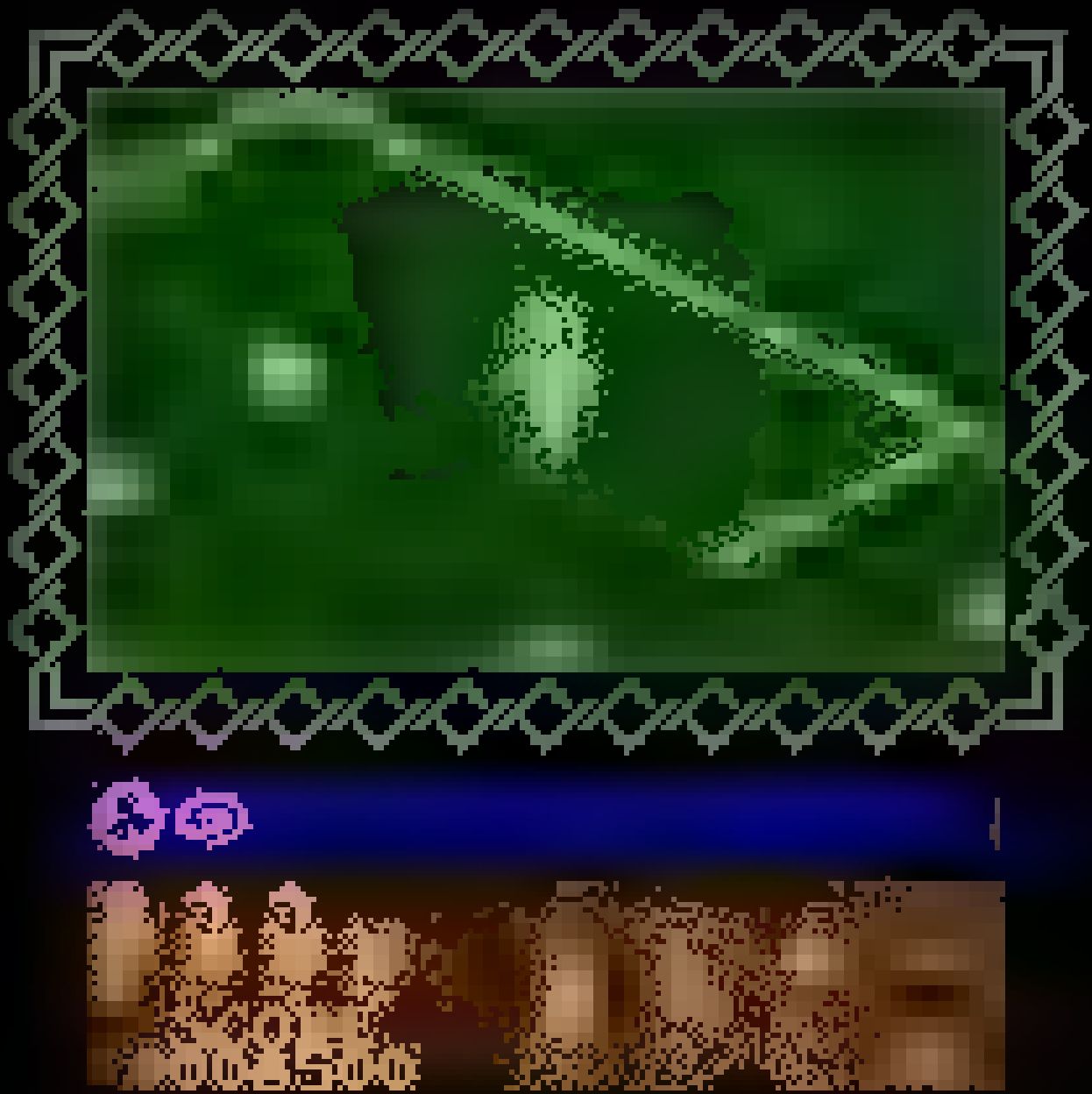


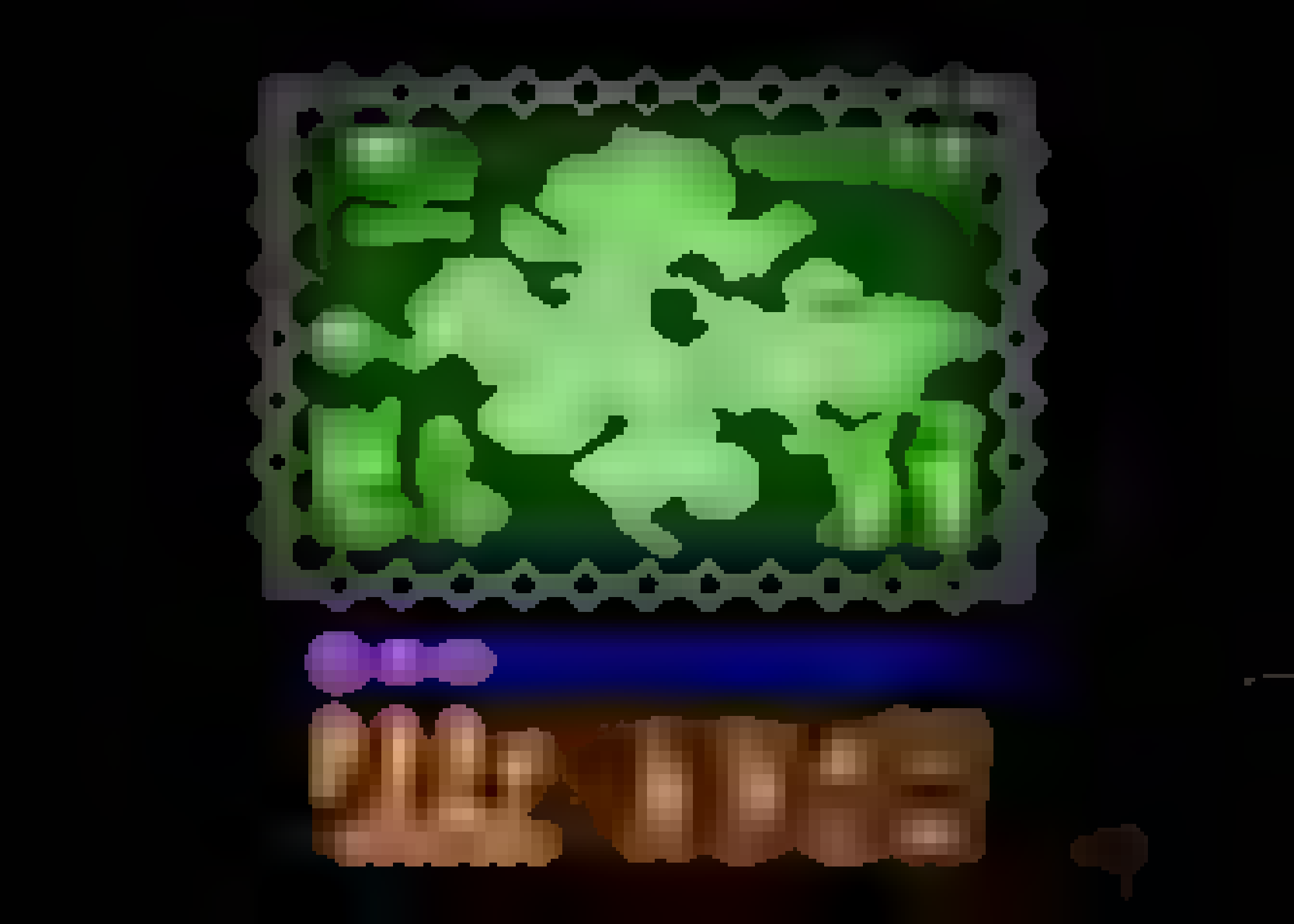


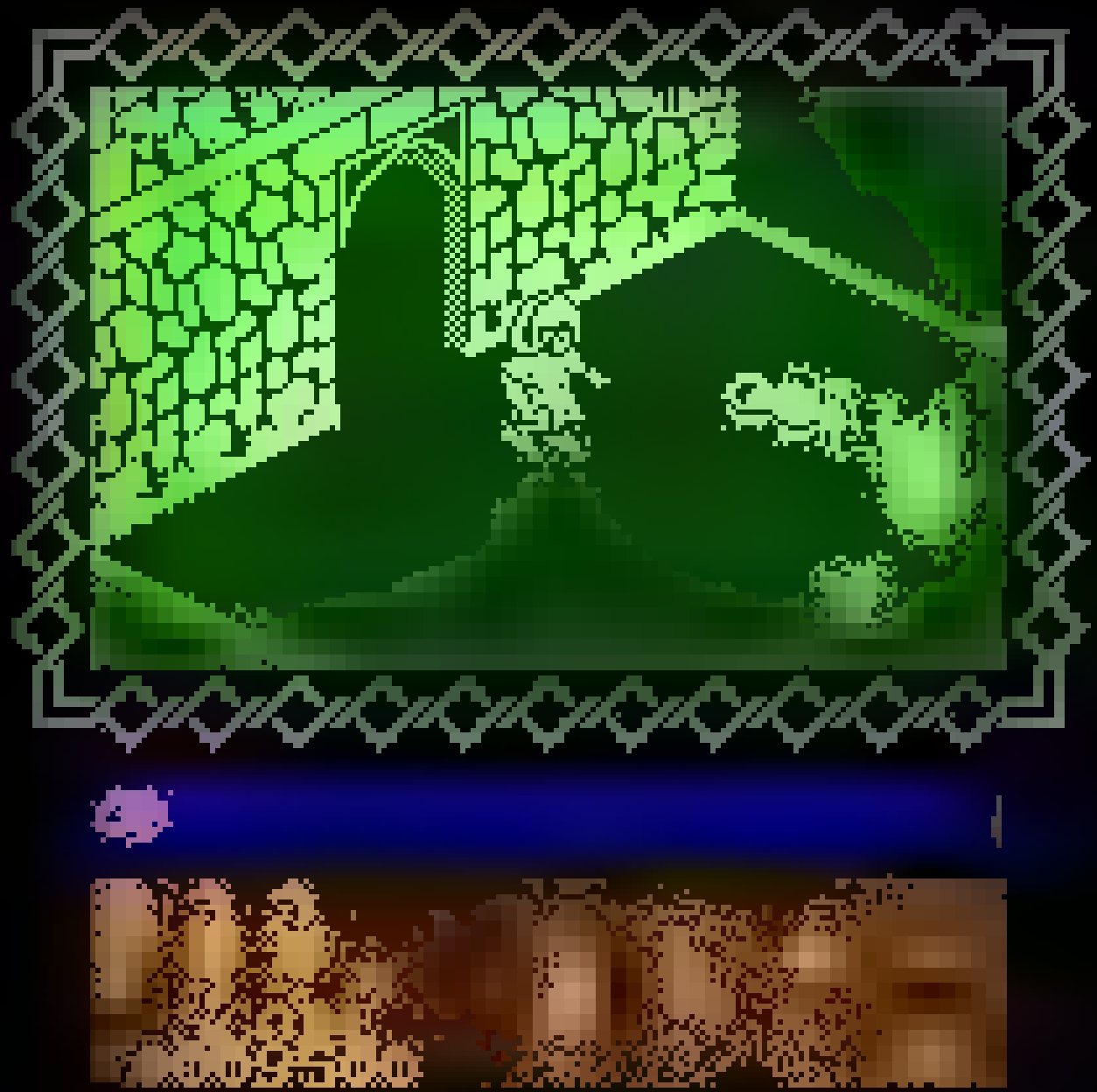



CONVERSION BY XXL 1
MUSIC BY MUSE







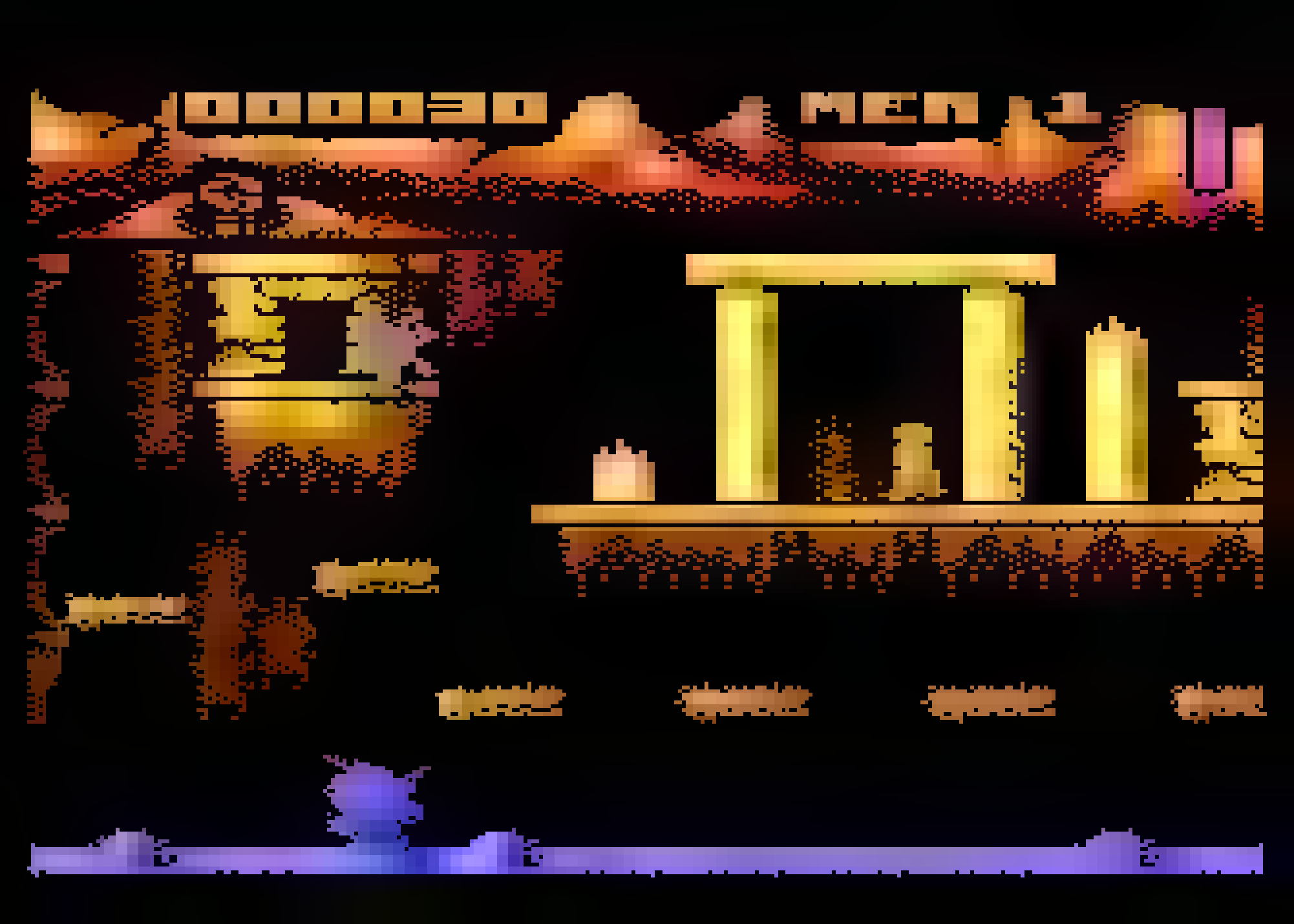


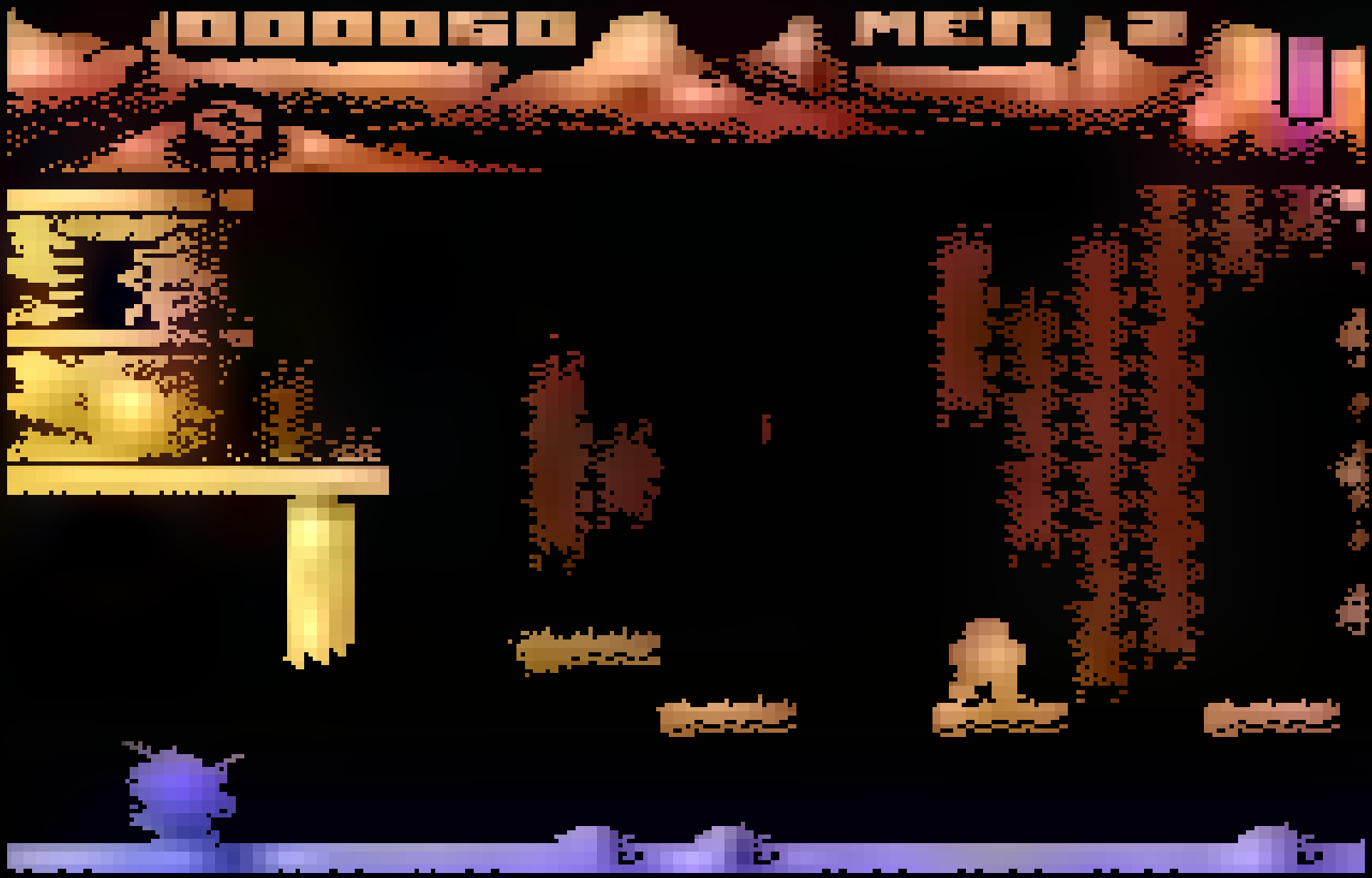









000030
MEN 1


000060
MEN 2



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ZEPPELIN GAMES LTD




OCWIN

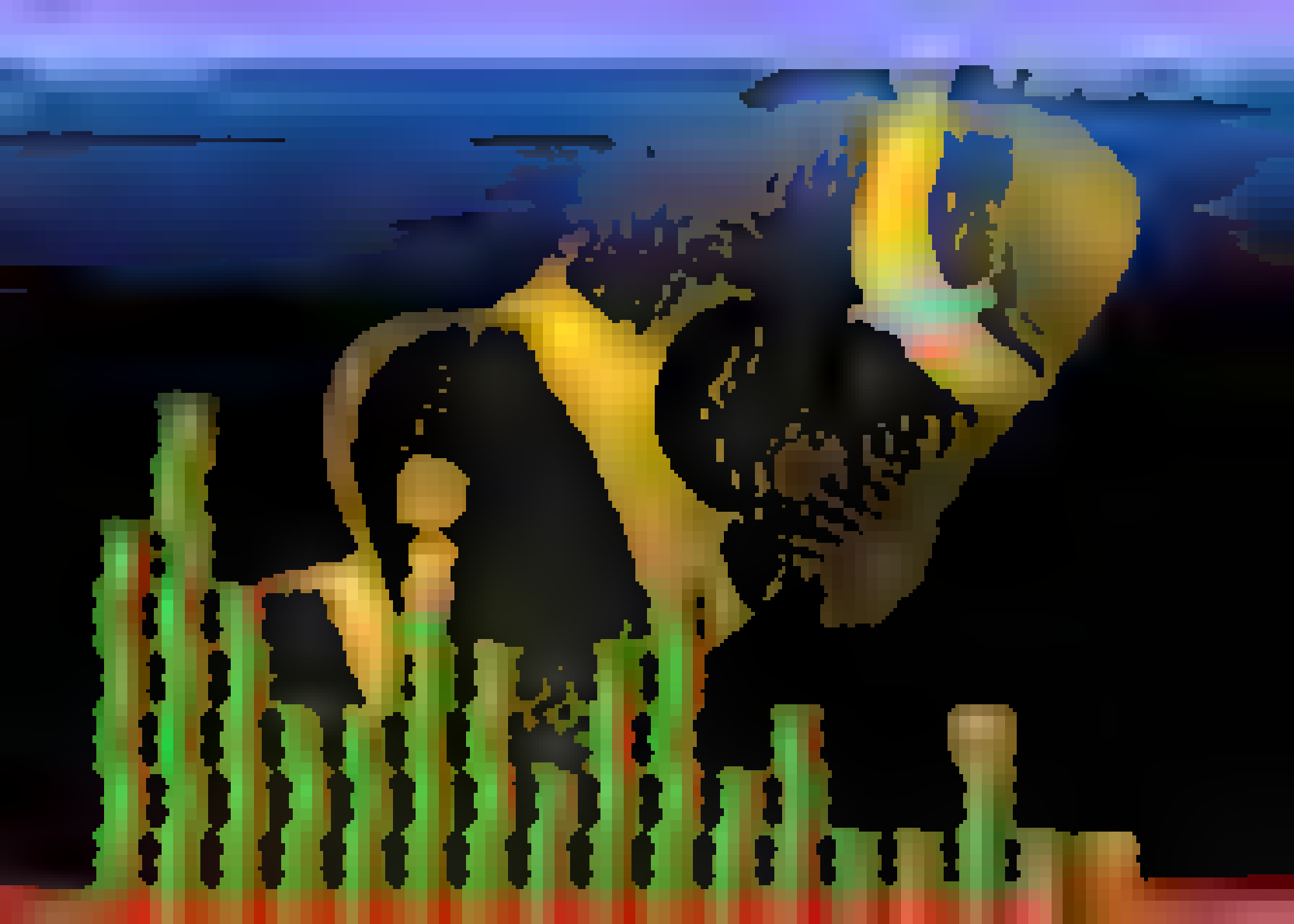
NINJA

by Steve Coleman

developed by Sculptured Software Inc.

(c) 1986 Mastertronic







CODE: MAPA

GFX: OOZ
PG

MSX: MIKER

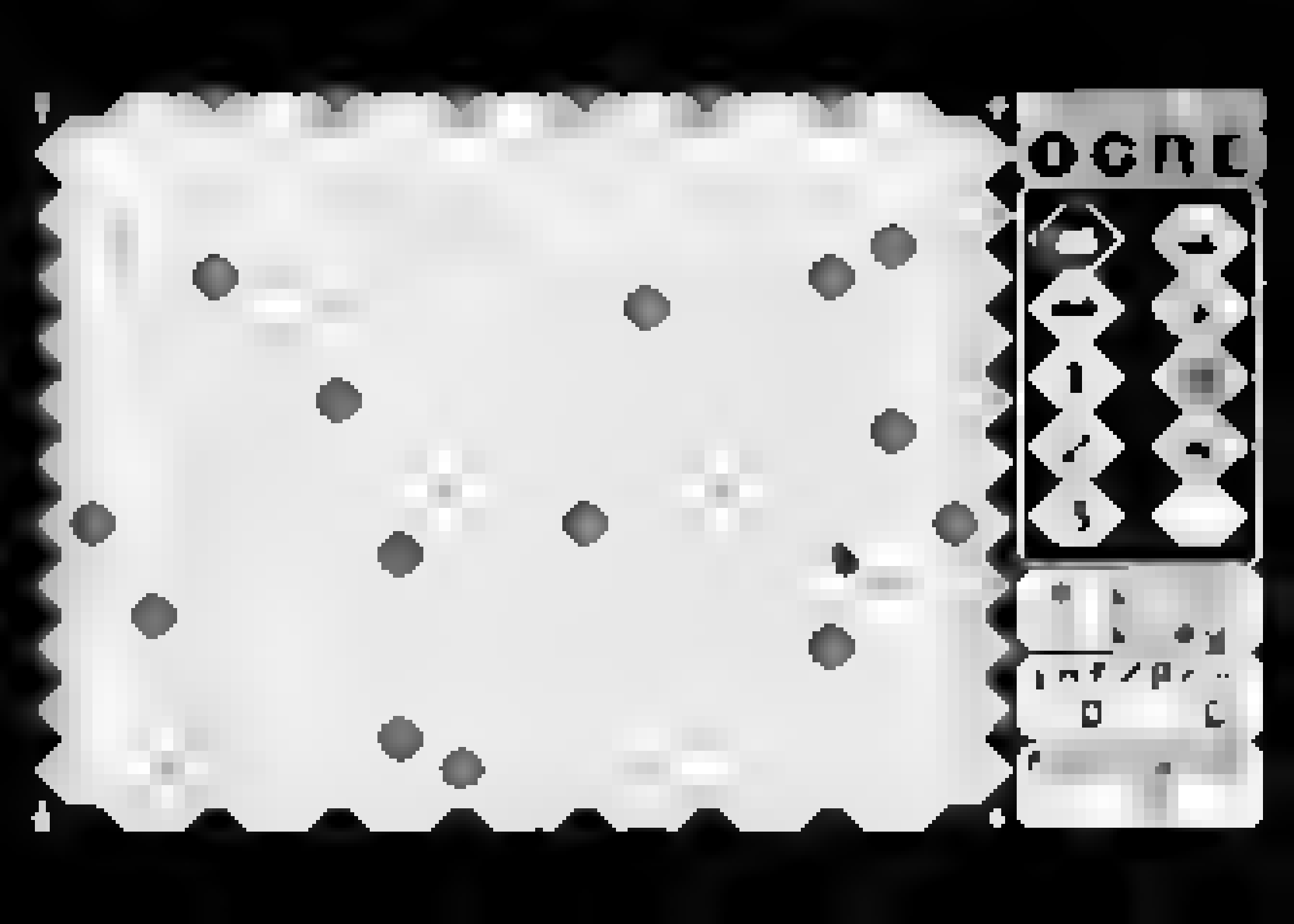
PRODUCED IN 2010

PRESS START TO PLAY

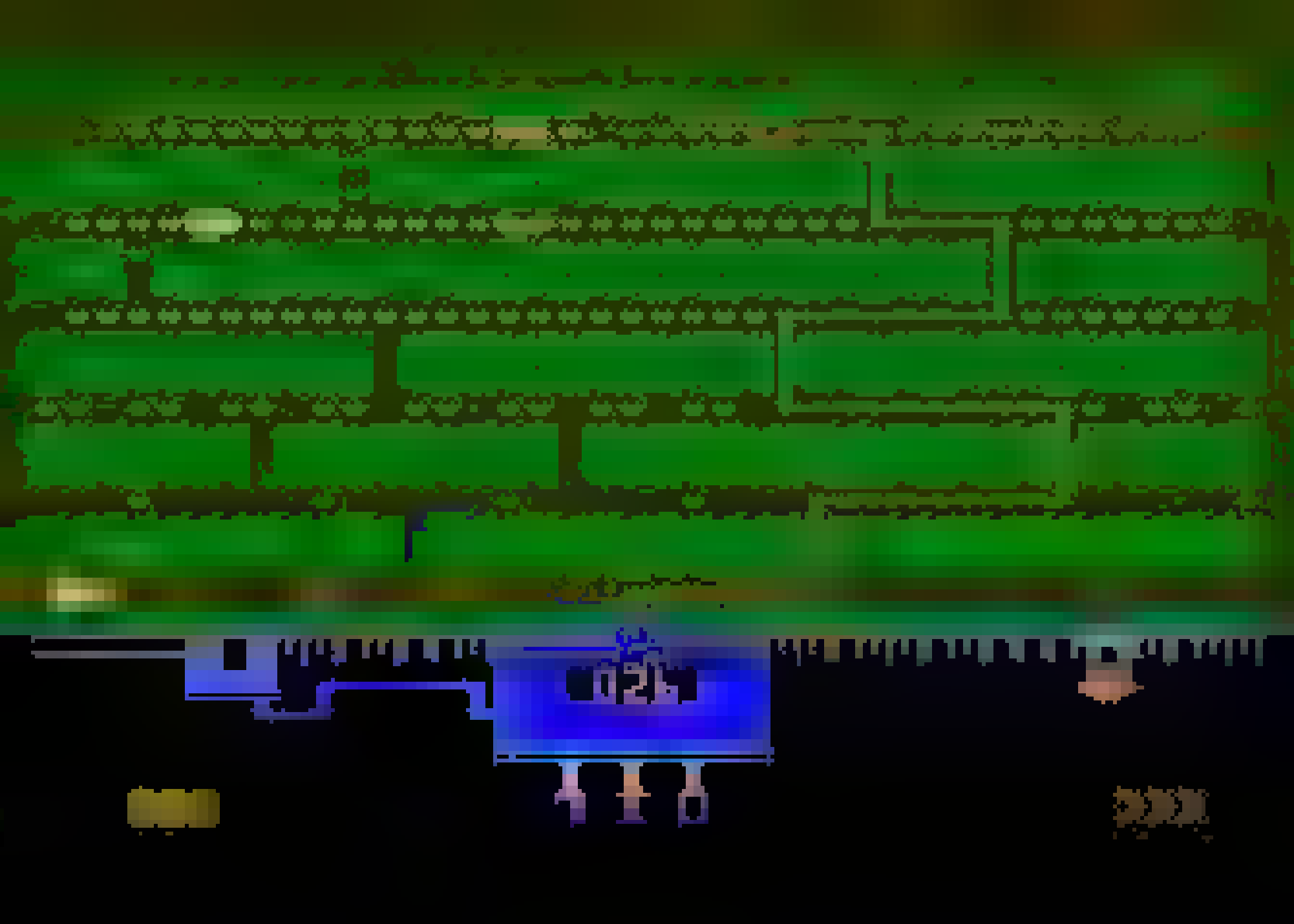

OCEAN
DETOX

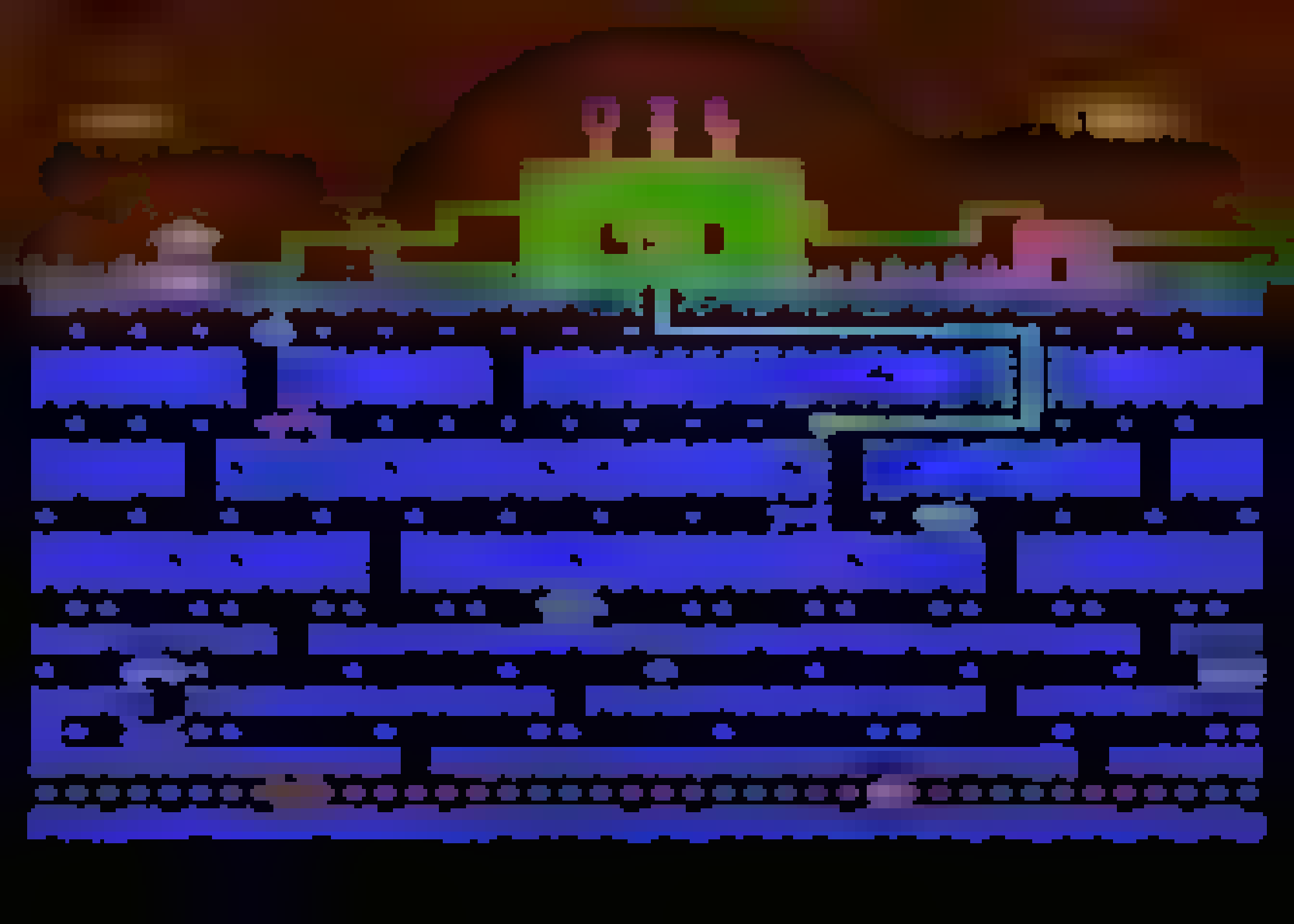

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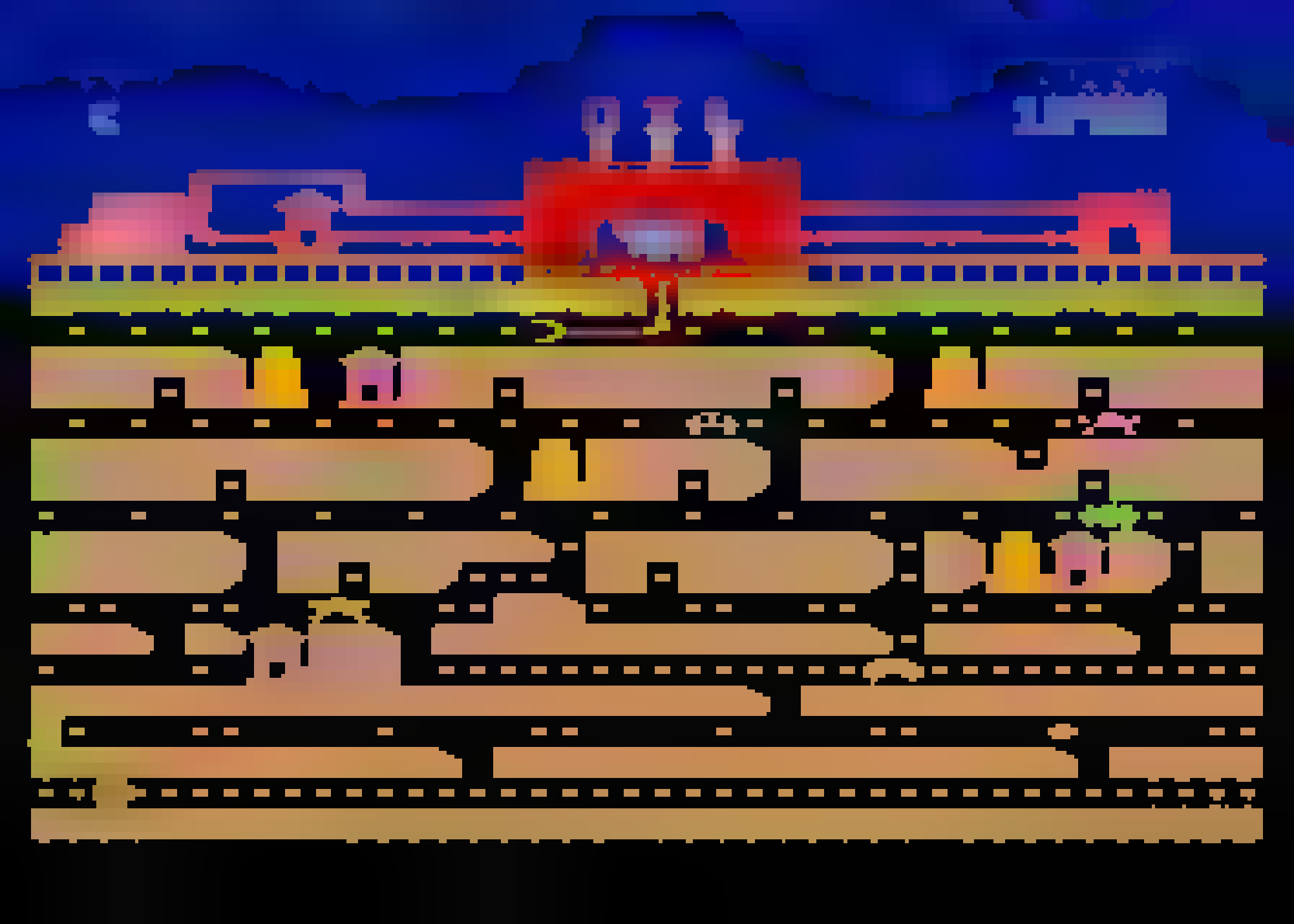

Octopus
Nintendo




ПЕТ


O2





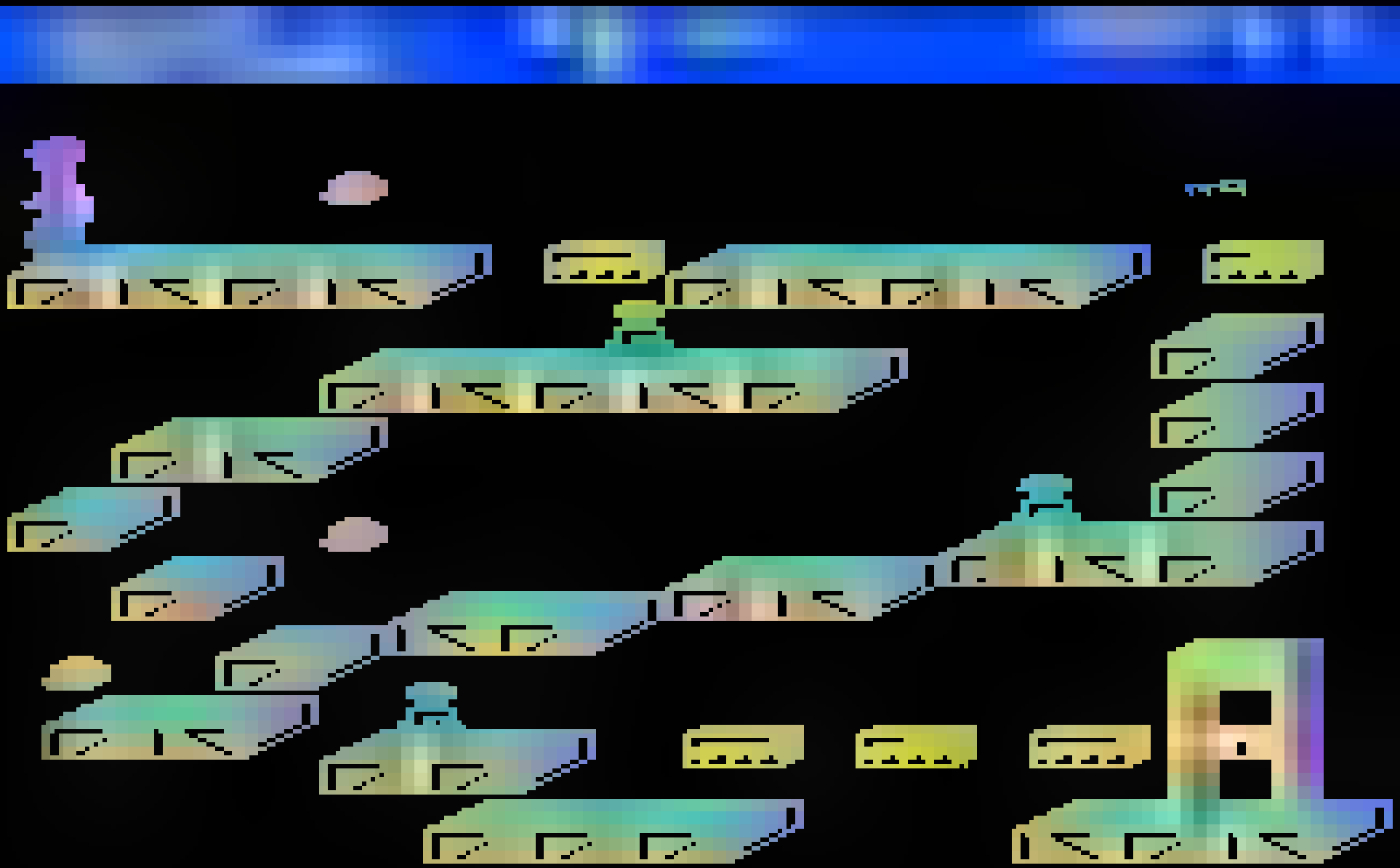


BY

THOMAS J. MITCHELL

(C) 1983
TM INDICATES A TRADEMARK OF
SIERRA ON-LINE INC.

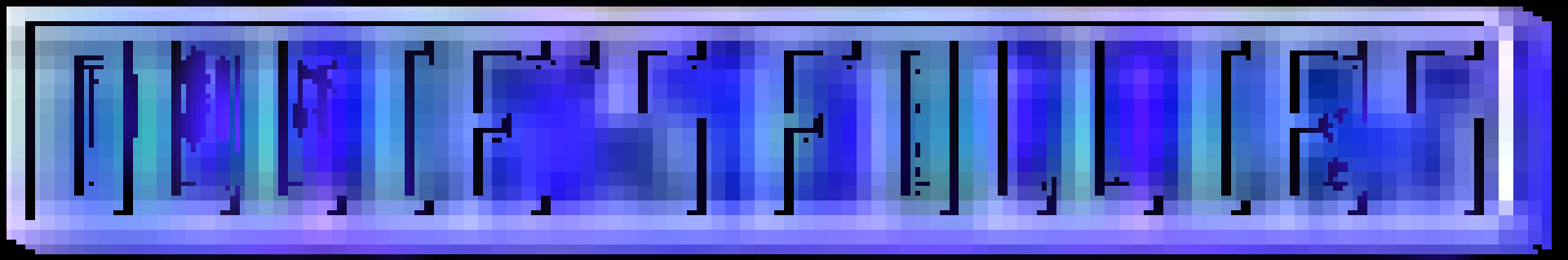




AMERICAN EAGLE

presents

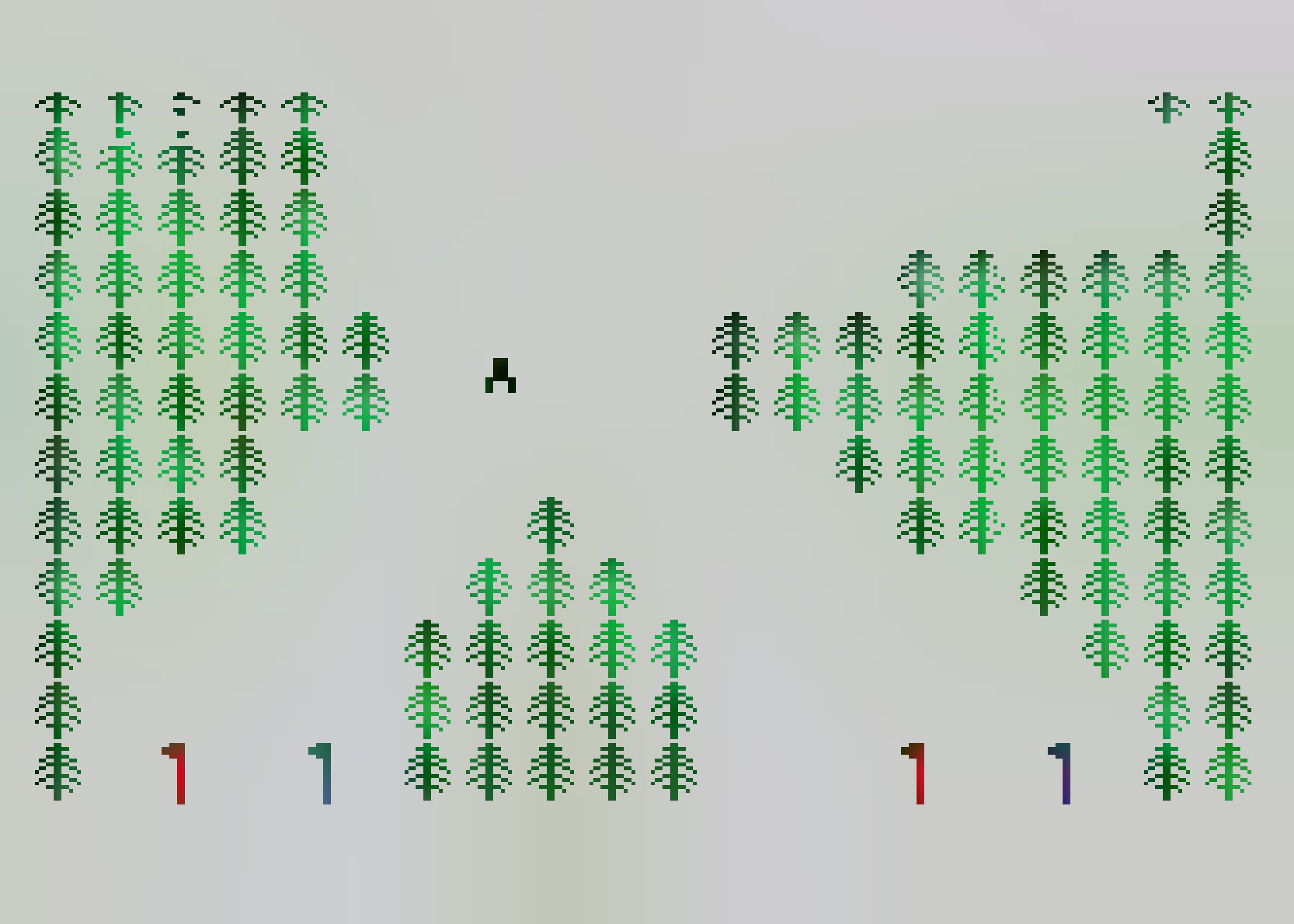
Frank Cohen's

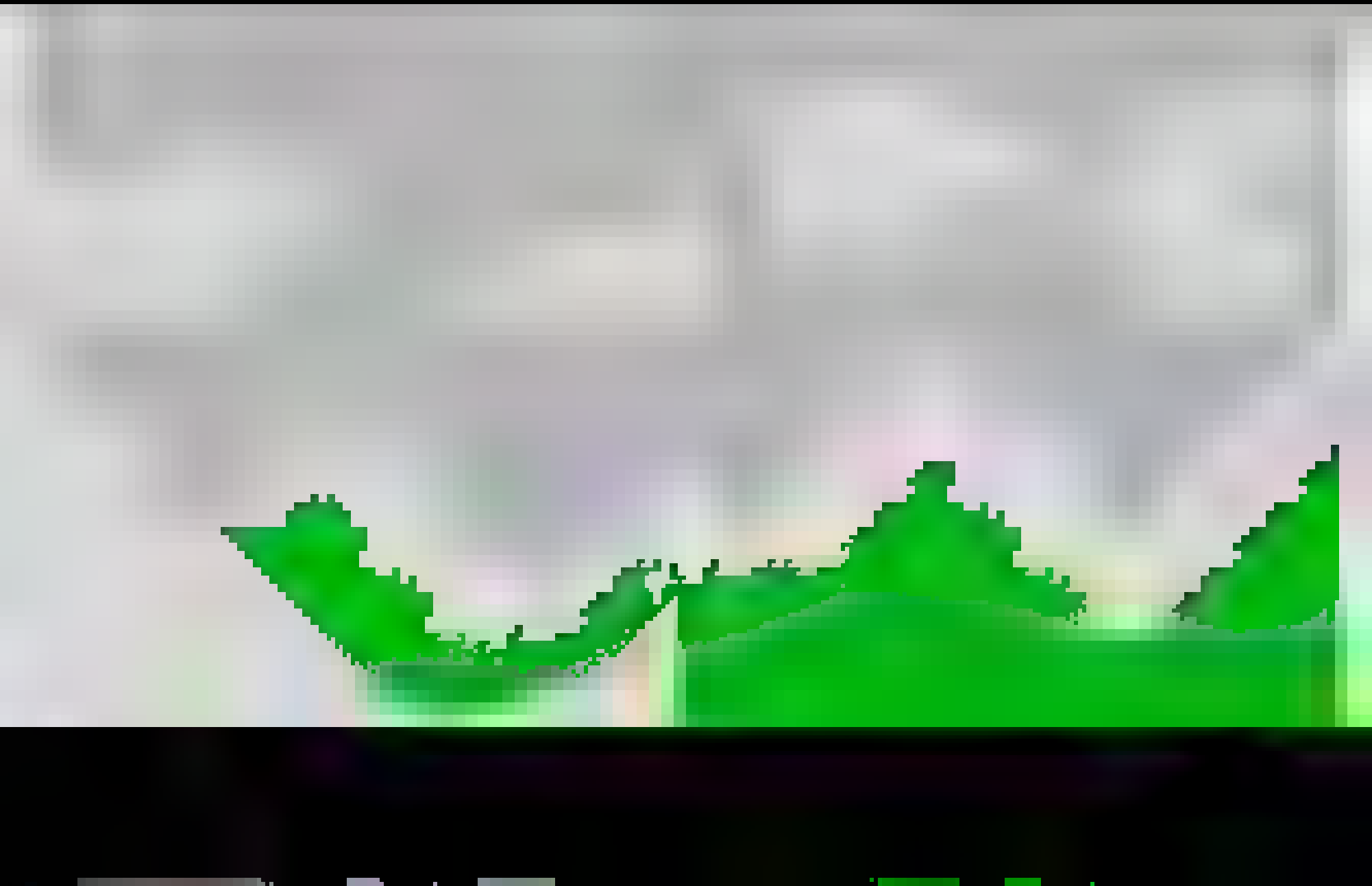


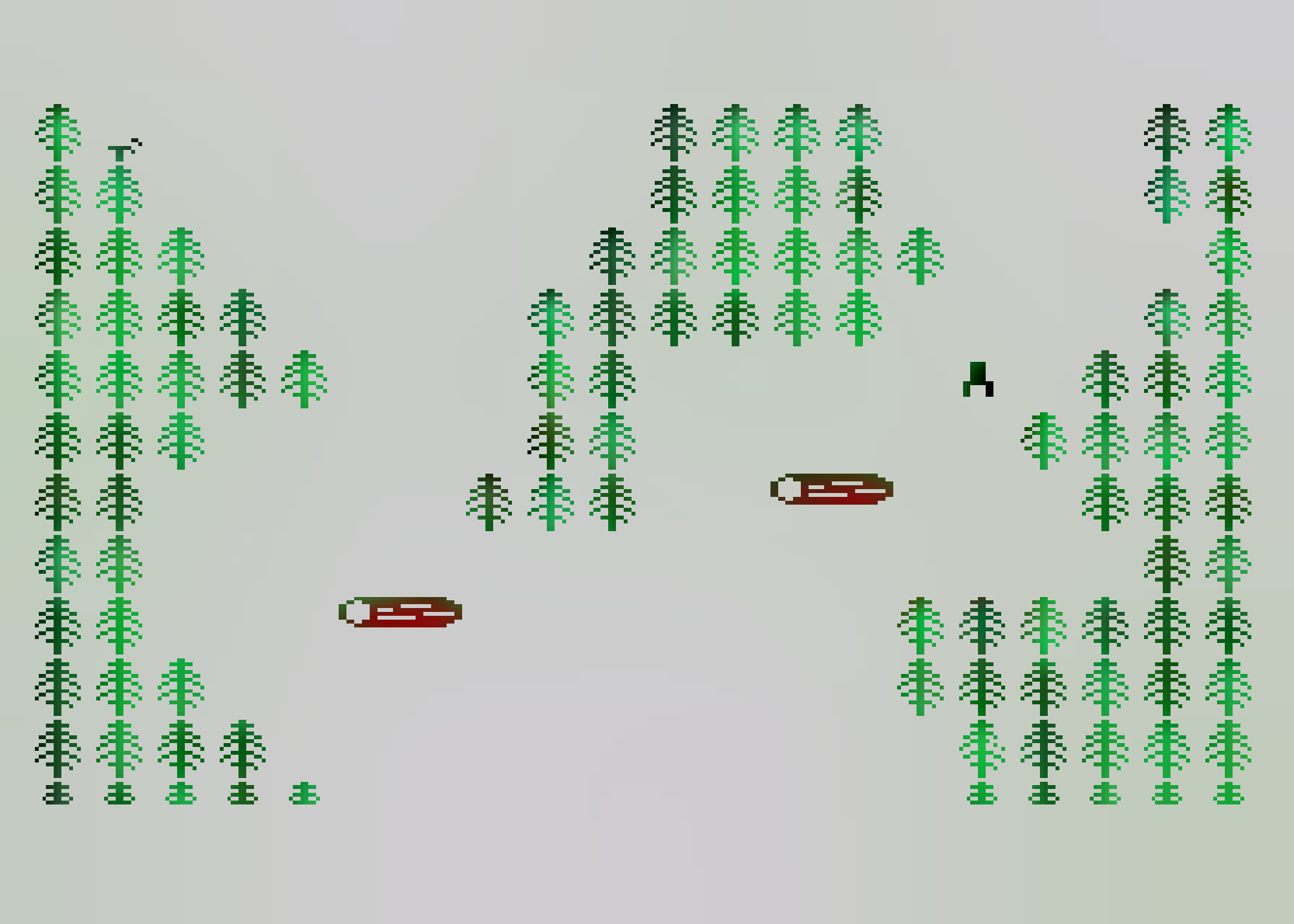
(C) FANDA 1984

SELECT A PLAYER

ONE OR TWO

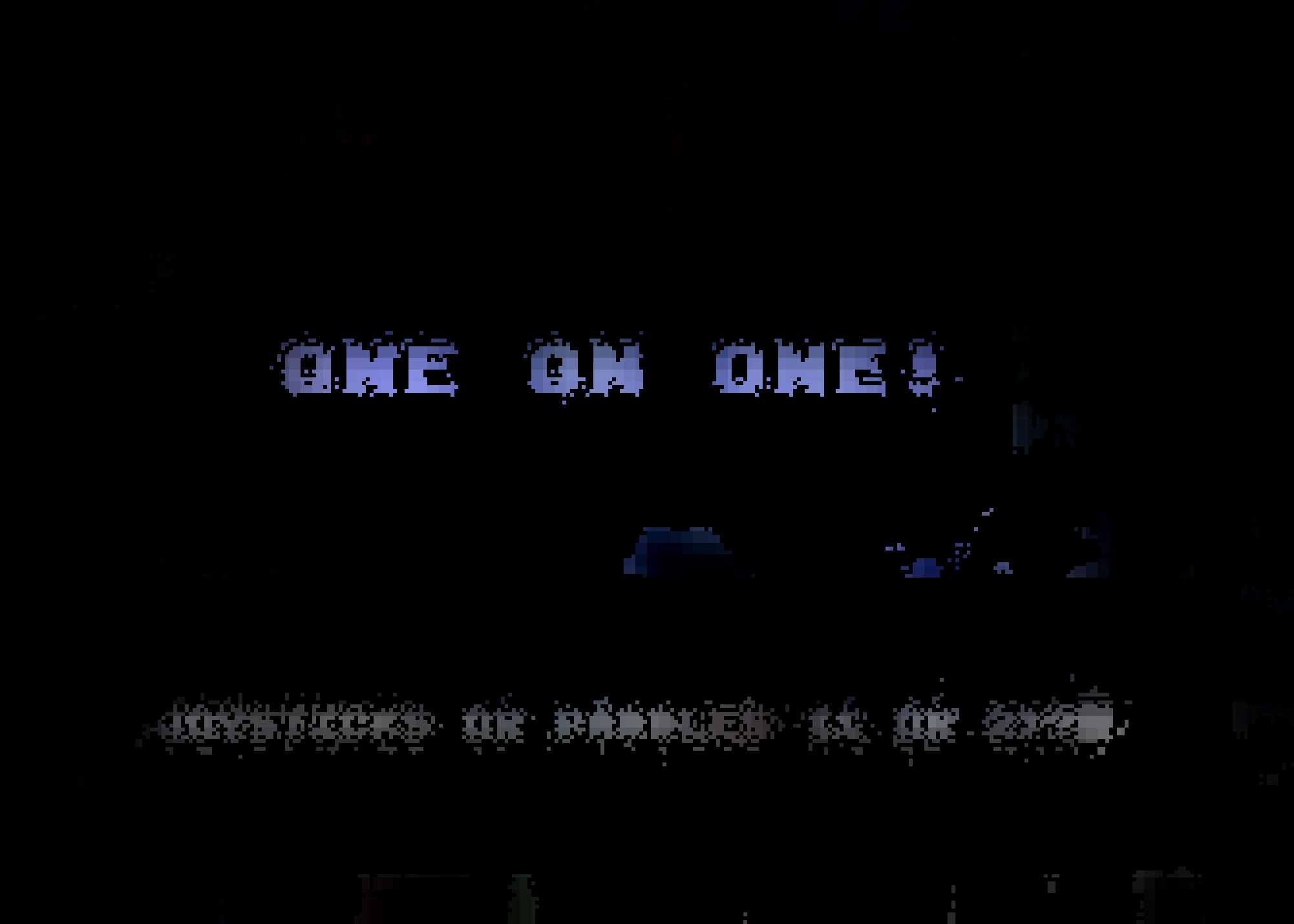


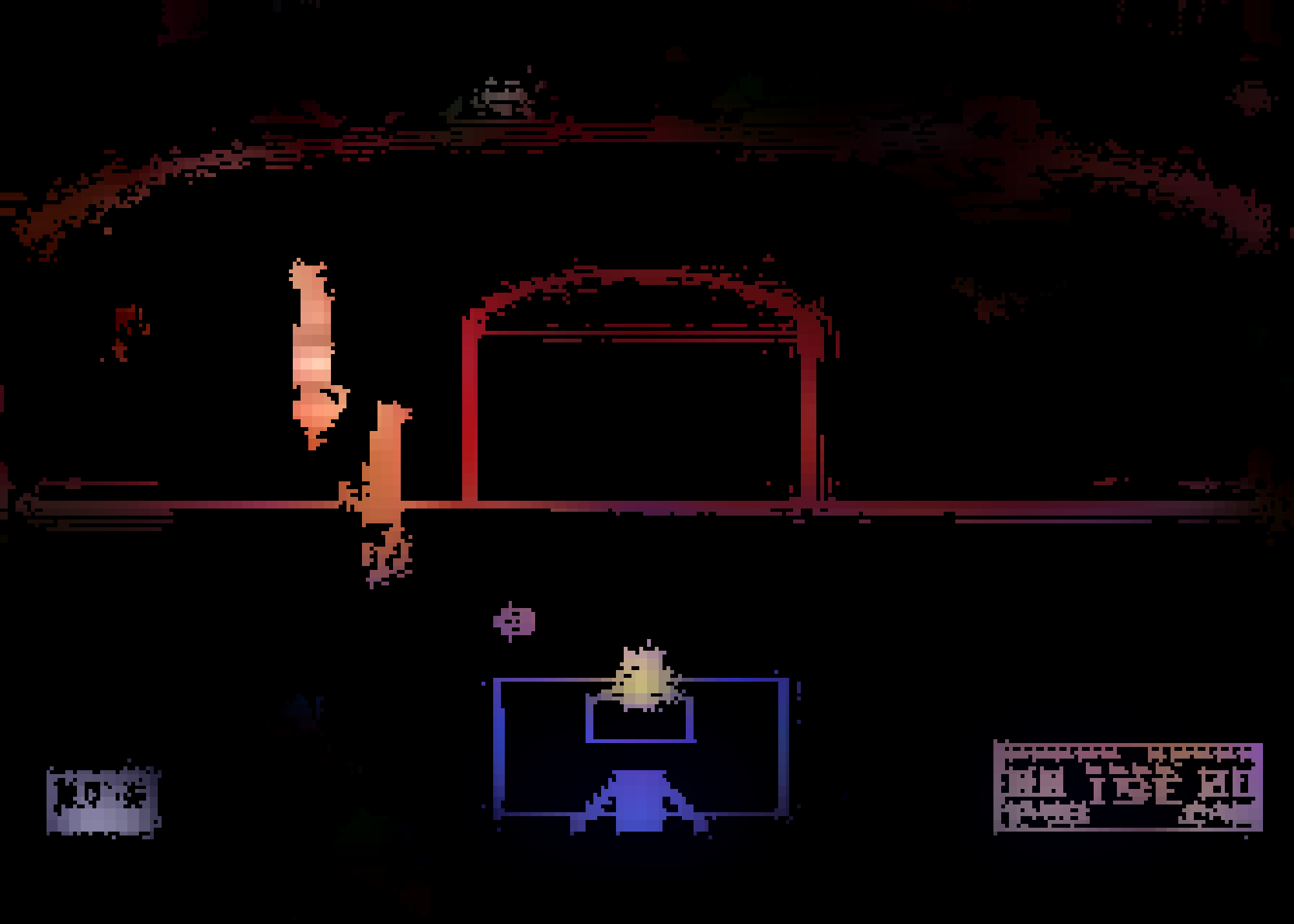


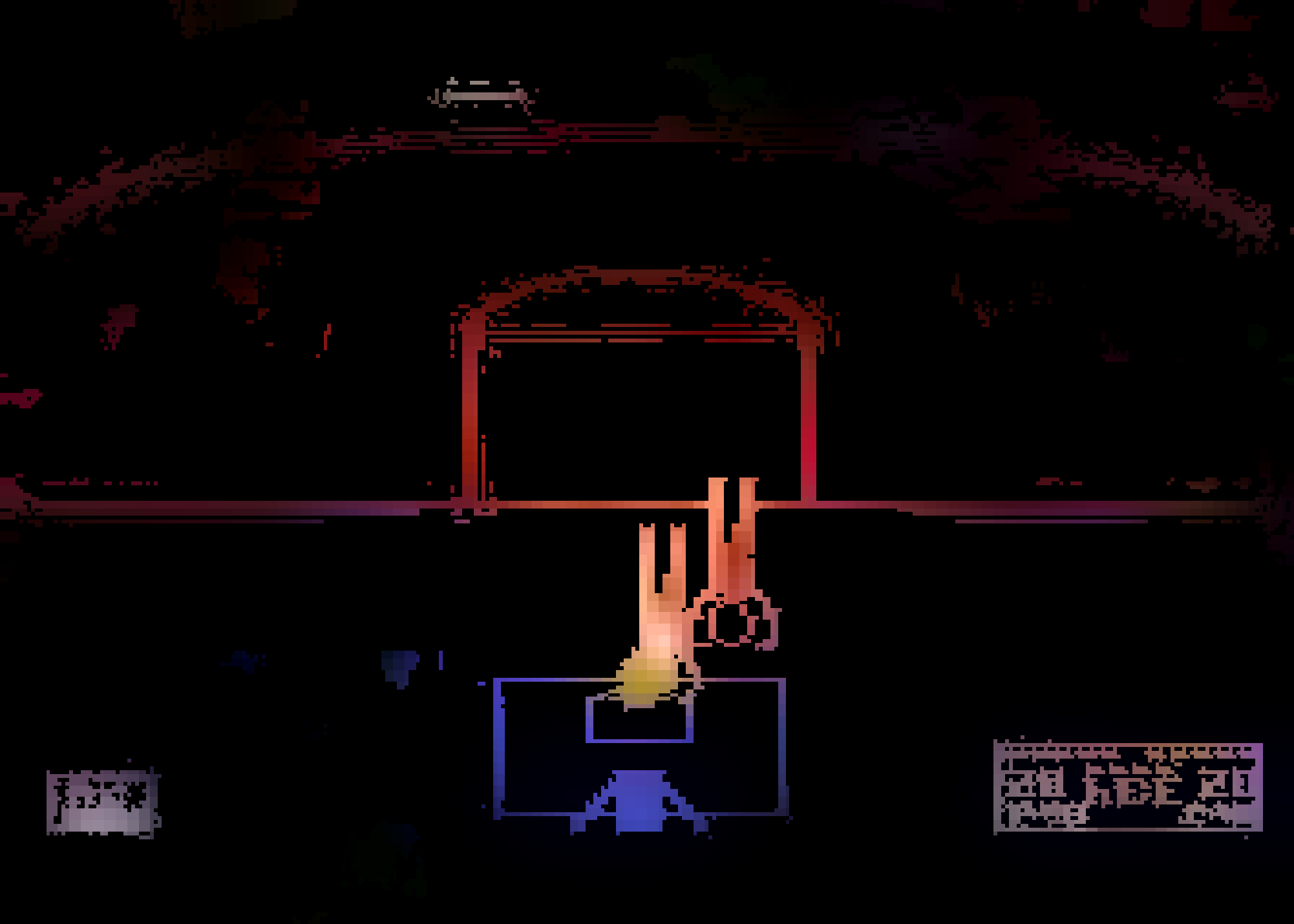


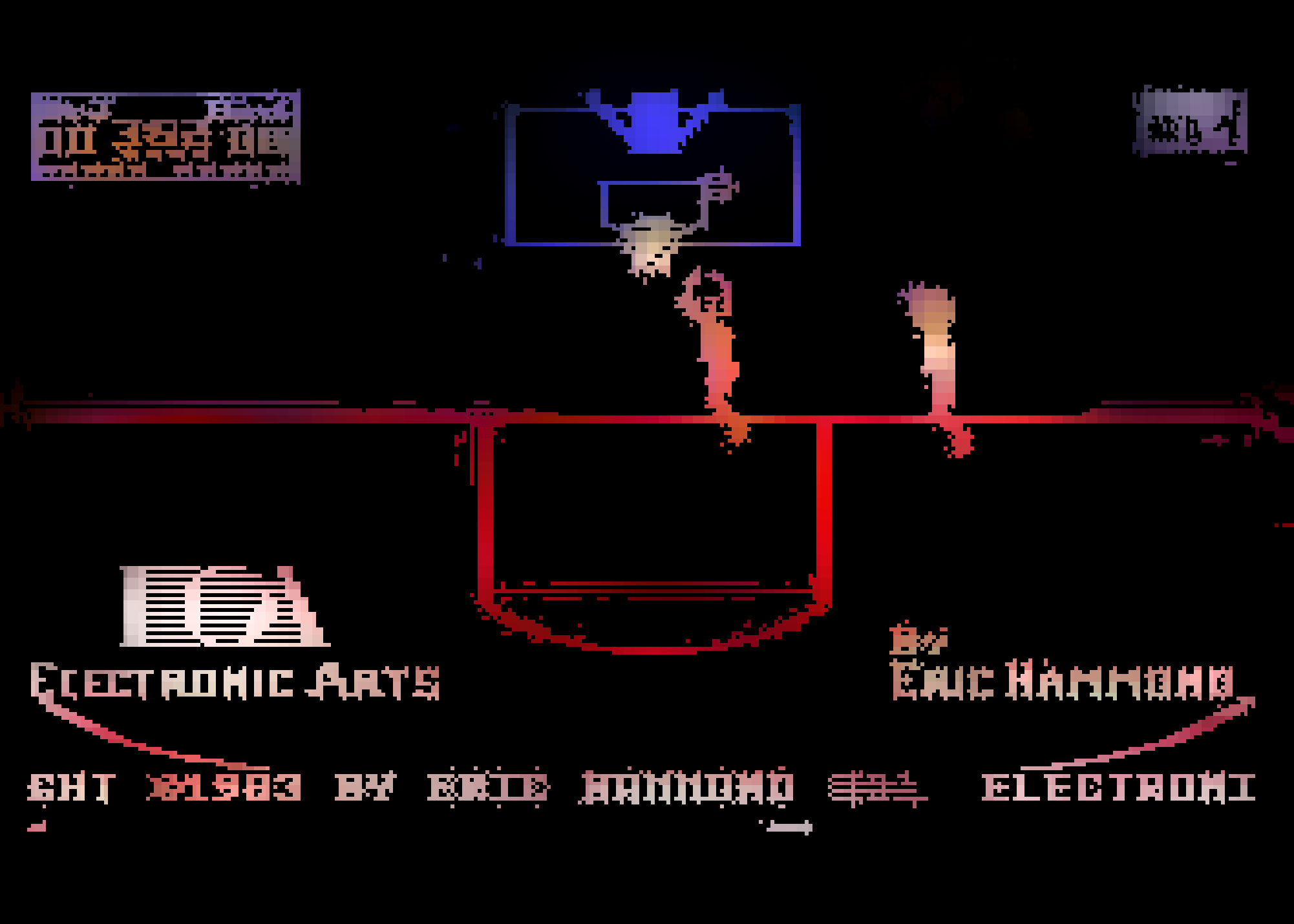

PRESENTS
BY A HOGUE
PRESS TRIGGER TO PLAY




ONE ON ONE!

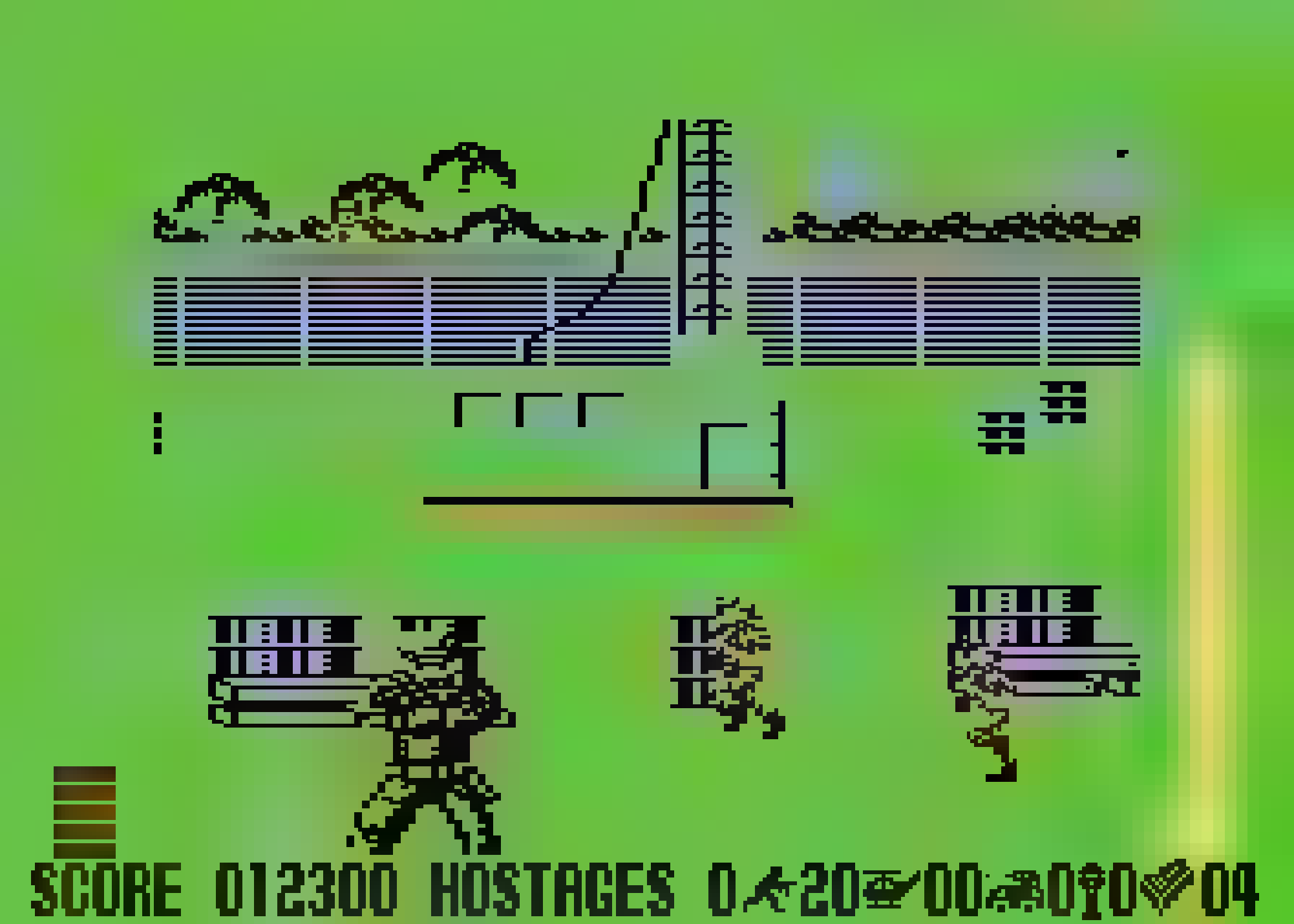





ELECTRONIC ARTS
By
ERIC HAMMOND



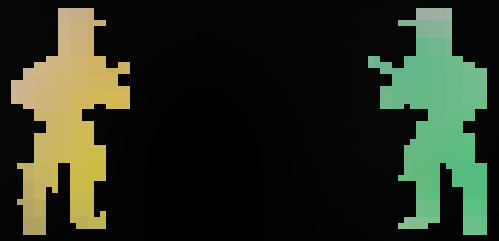
SCORE 004400 HOSTAGES 0 46 03 2 3 07


SCORE 012300 HOSTAGES 0 20 00 0 0 04



MIRAGE LCD PREZENTUJE:

OPERATION BLOOD

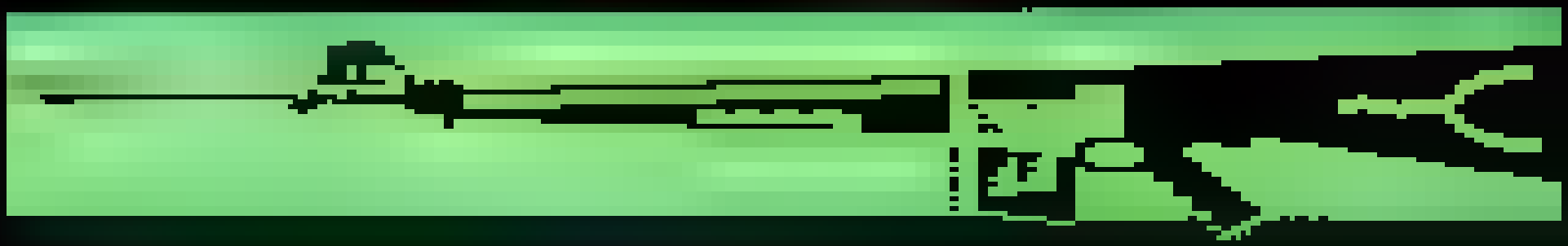


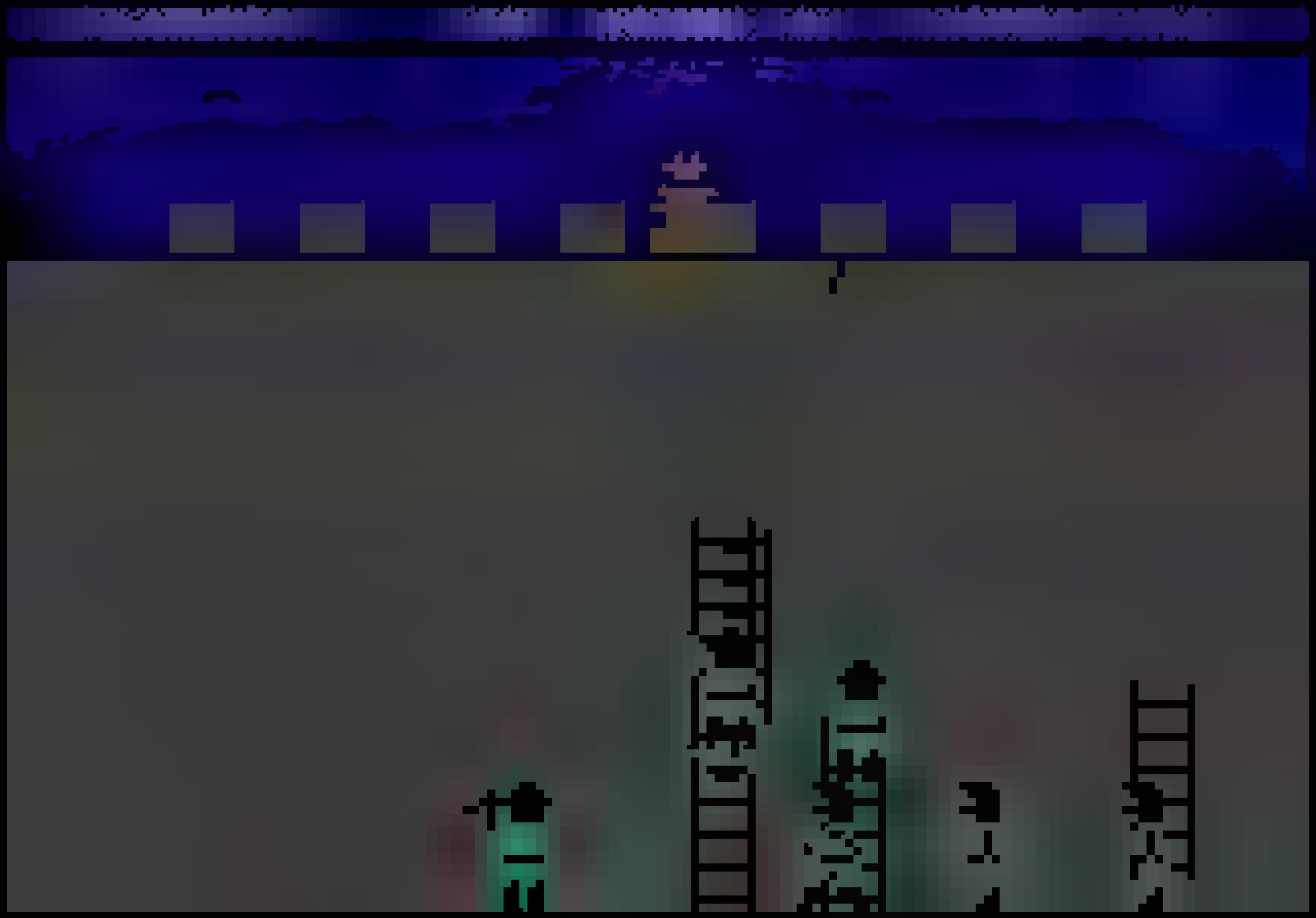
NAPISANE PRZEZ DUA Soft OF BLOODY CODERS

PROGRAM - PAWEŁ BULIŃSKI
GRAF PAWEŁ WALIŃSKI

MUZYKA - LUCA MARCHESCHI

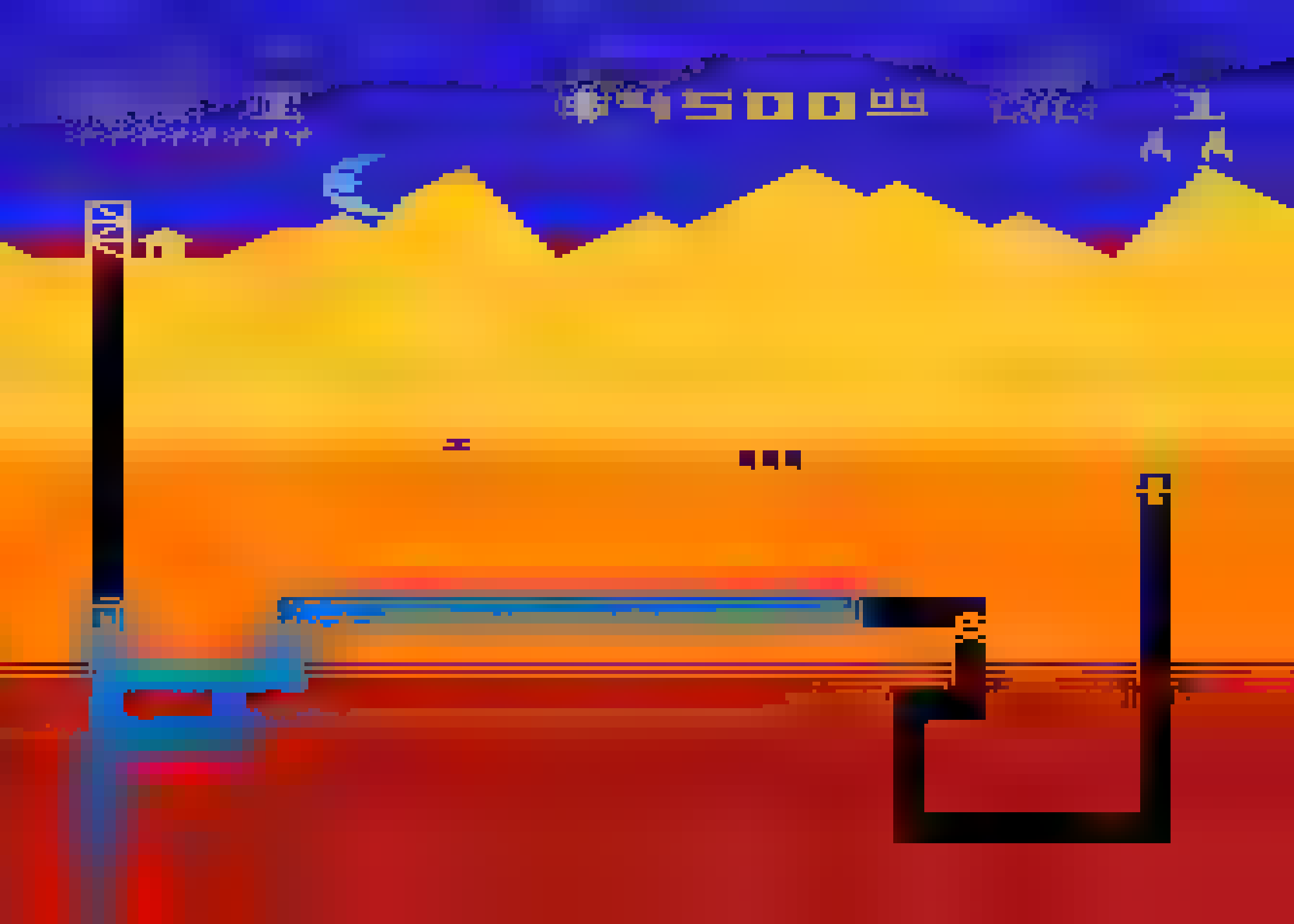
FIRE - START

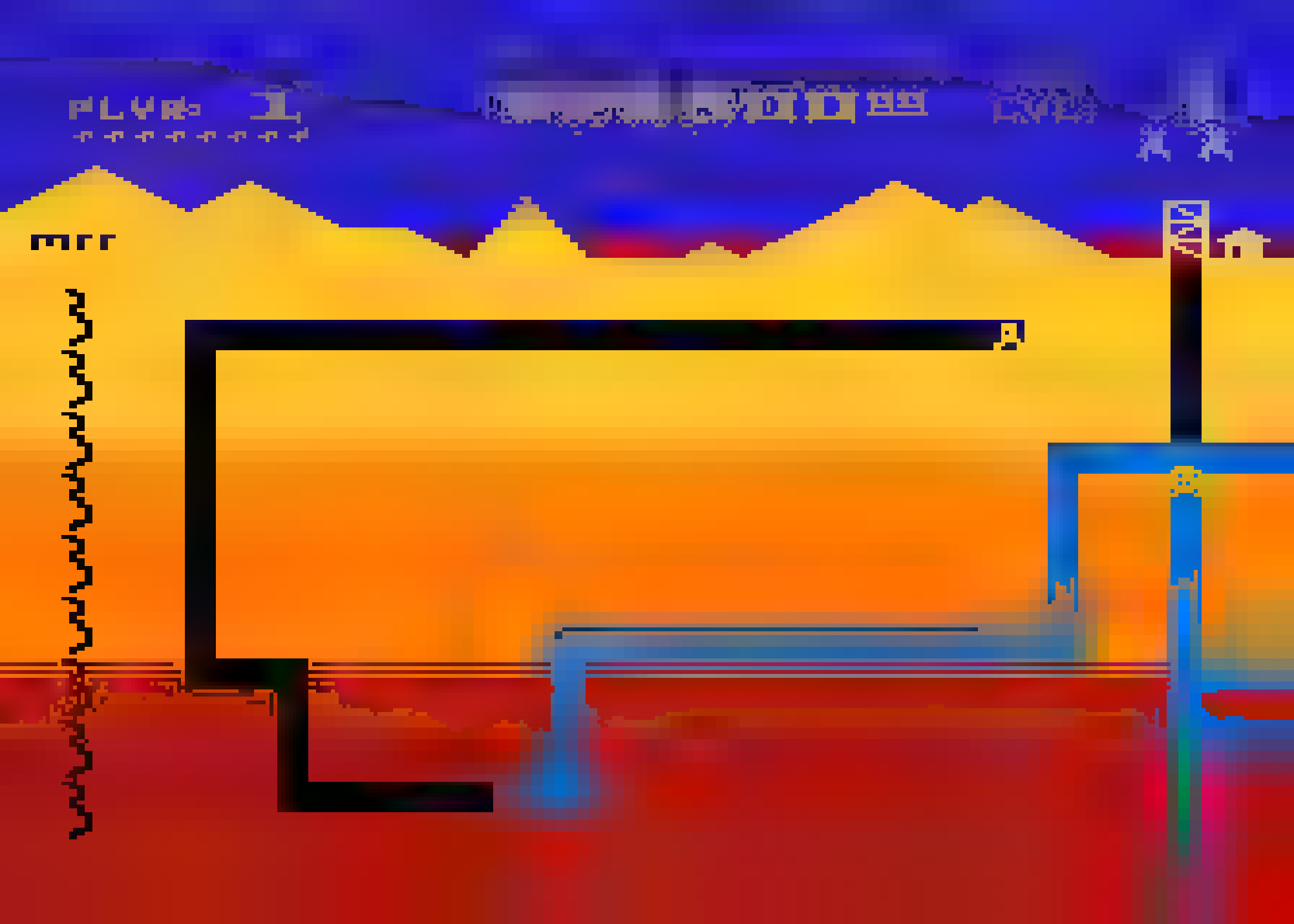






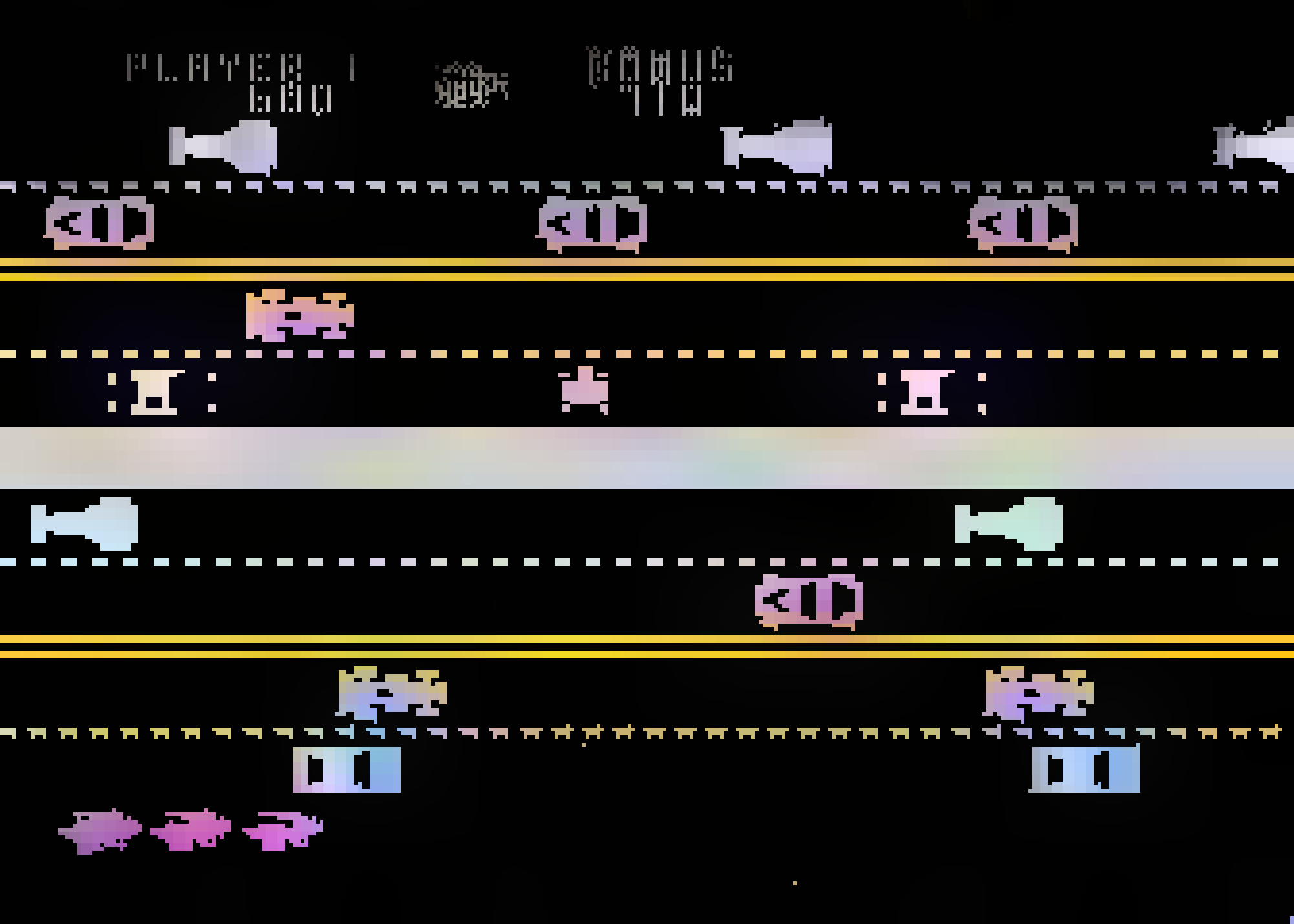

1 PLAYER GAME — LEVEL 1
OPTION — 1 OR 2 PLAYERS
SELECT — CHOOSE LEVEL

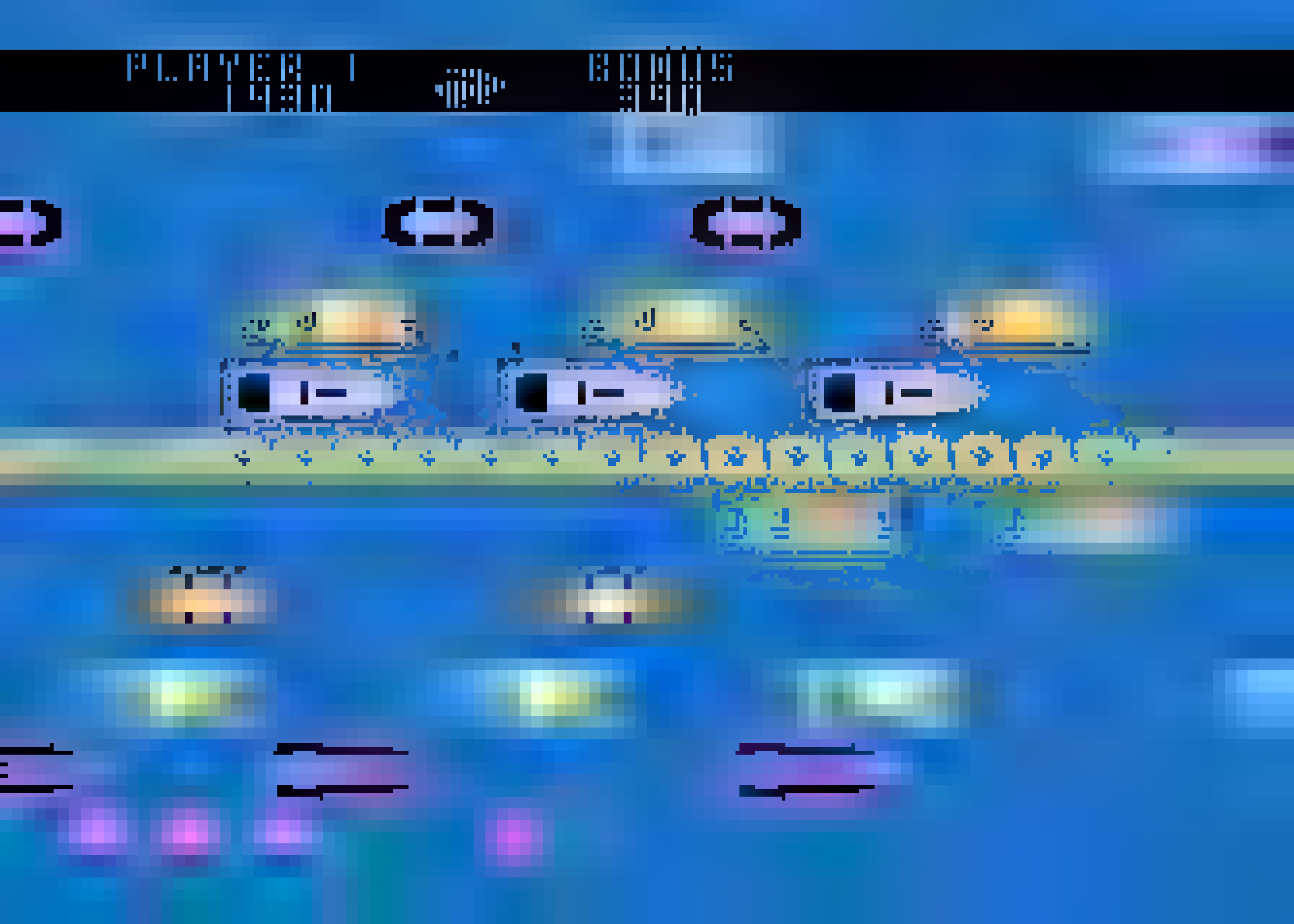


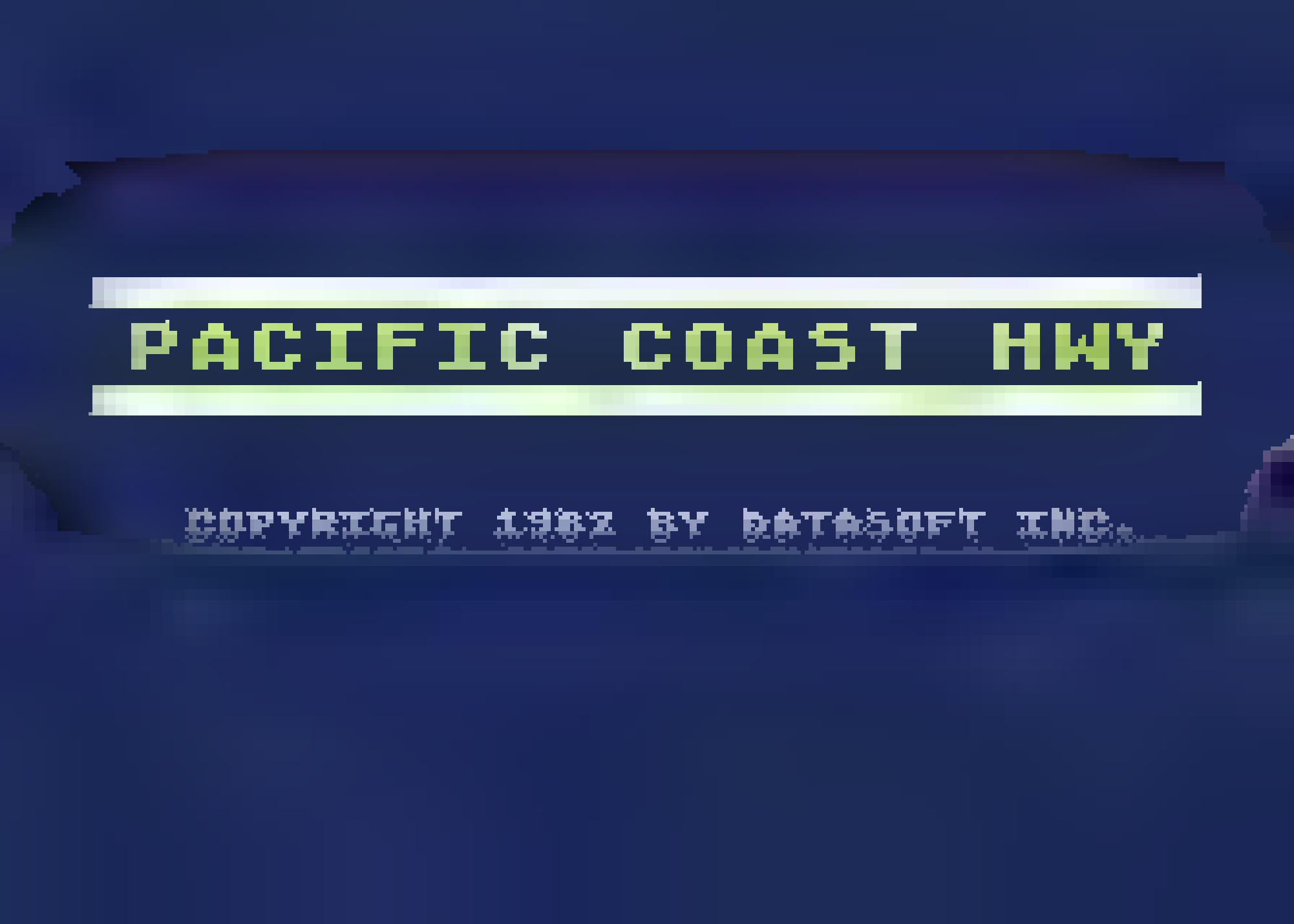





PACIFIC COAST HWY
DESIGNED BY RON ROSEN

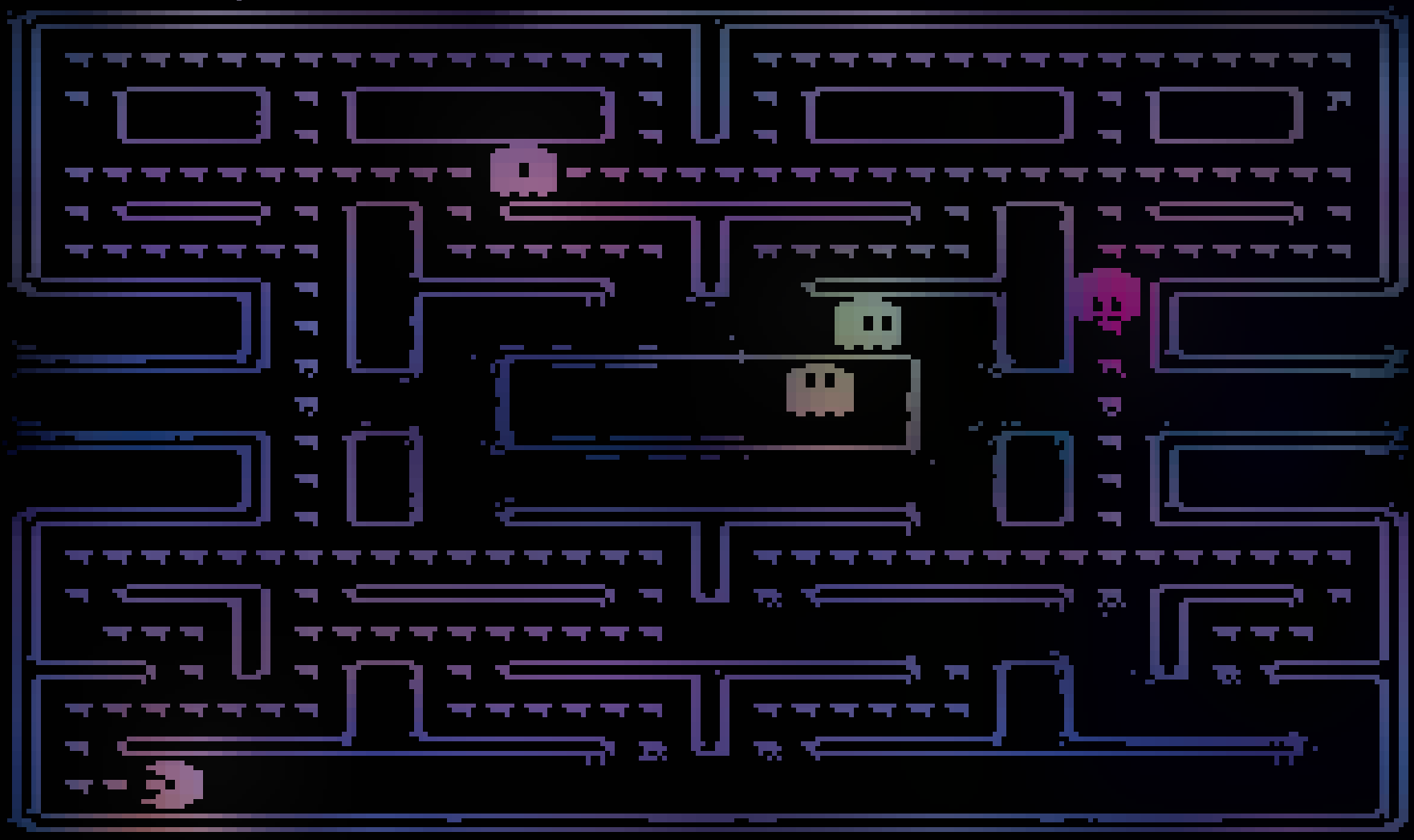


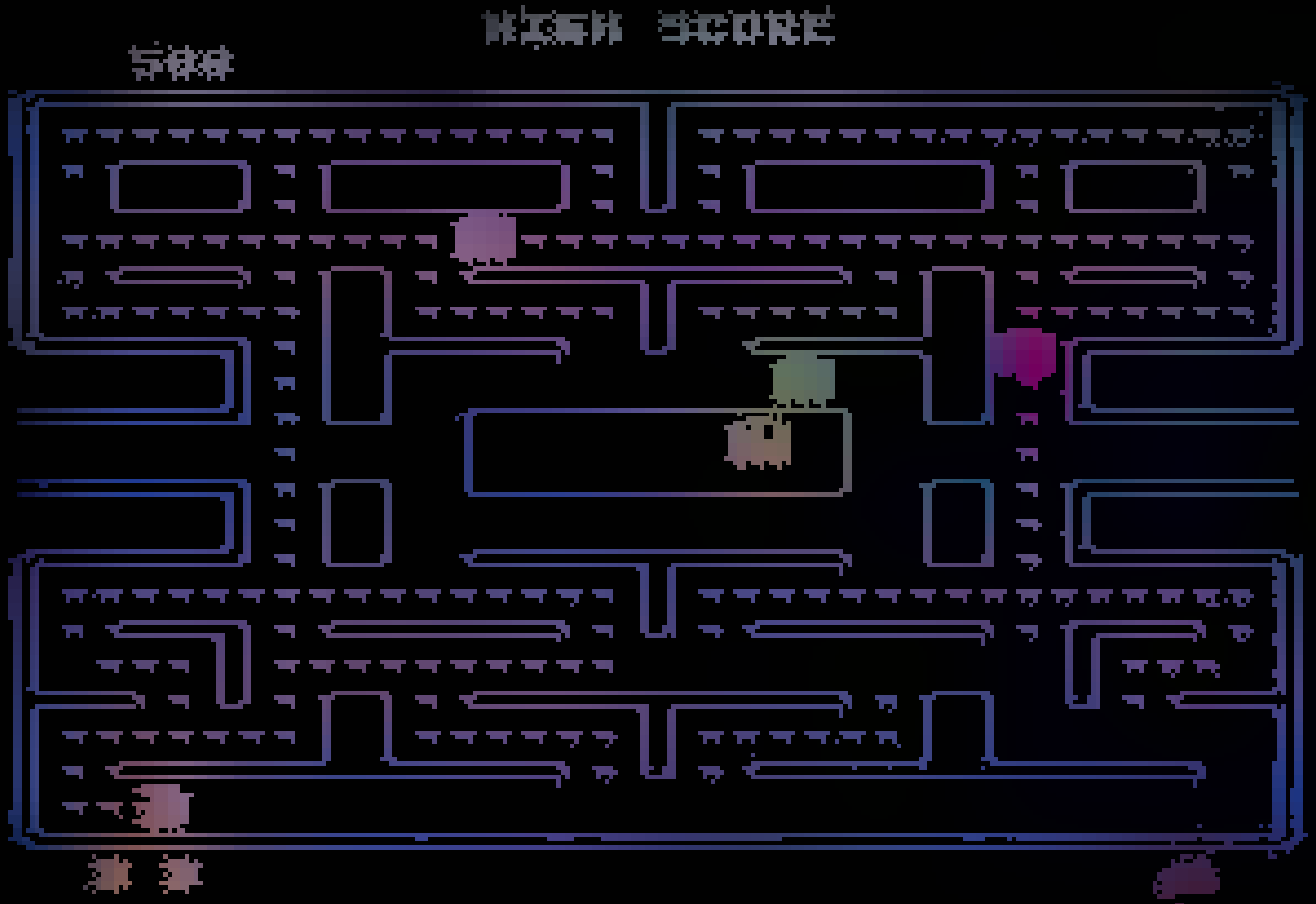


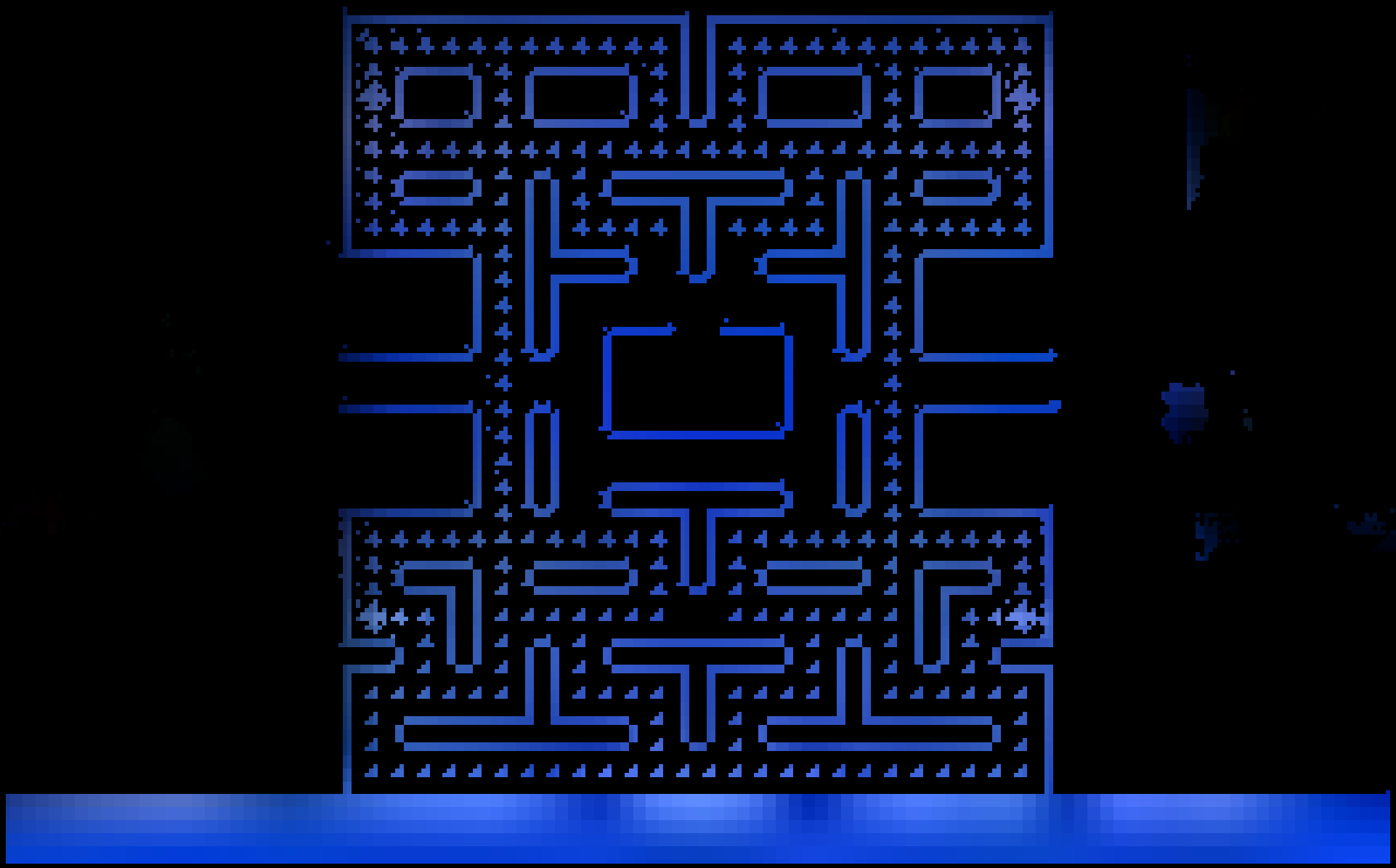

PACIFIC COAST HWY
COPYRIGHT 1982 BY DATASOFT INC.

HIGH SCORE

500








0000014JQ


PAC-MAN
BY ERIC WOLZ

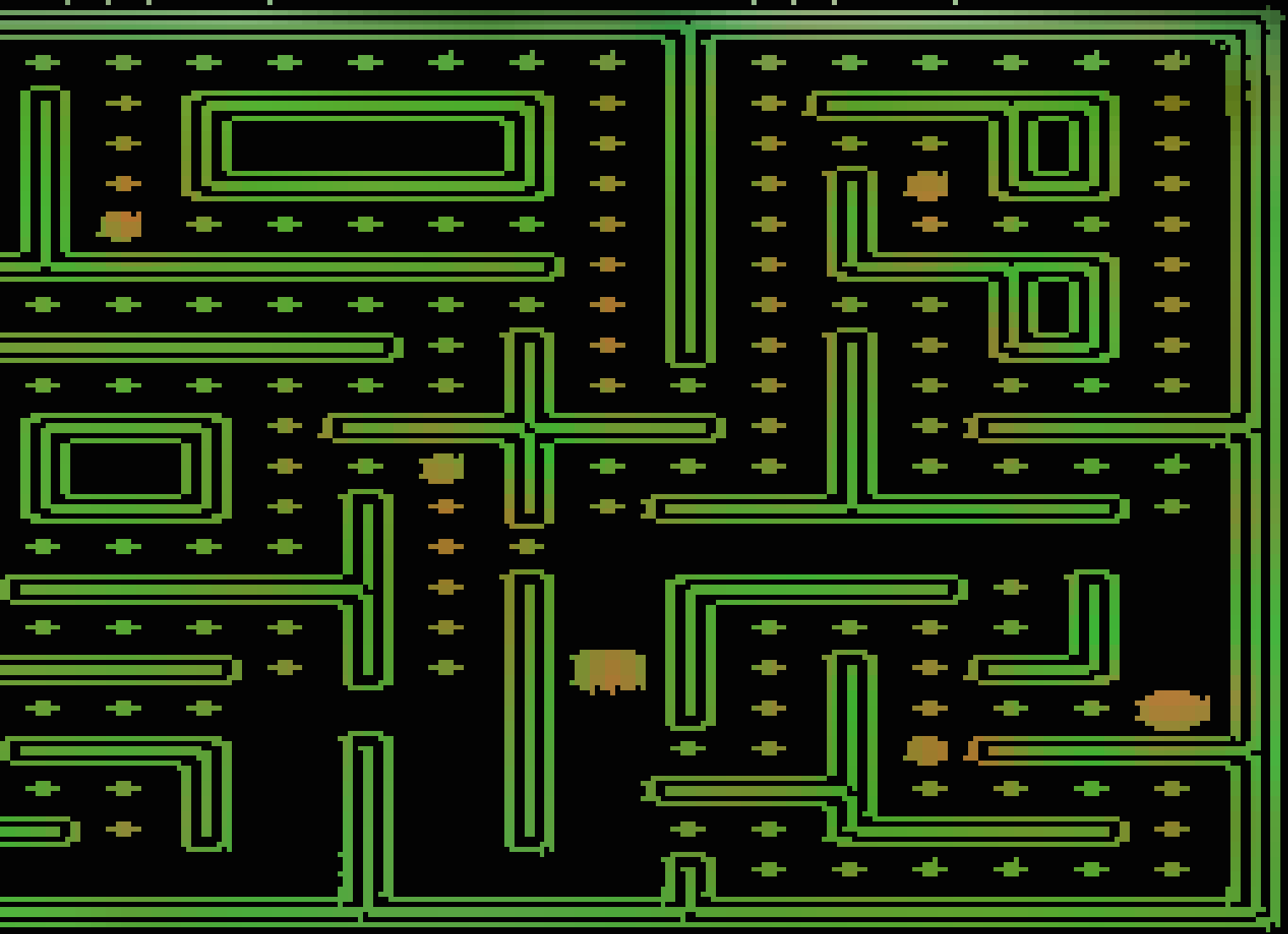

PAC-MAN


PAC-MAN

1-UP
000440

HI-SCORE
000440

2-UP
000000



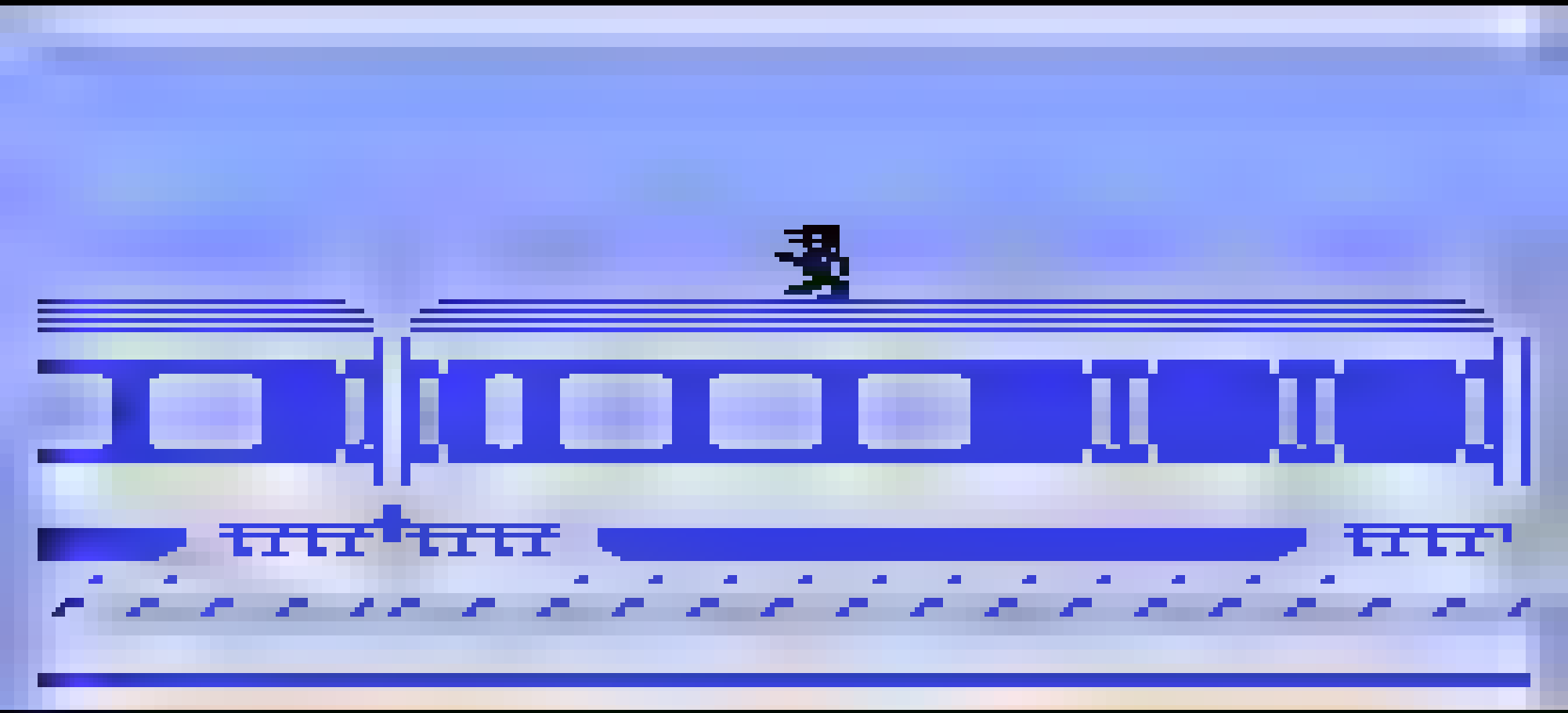
1-UP
000000

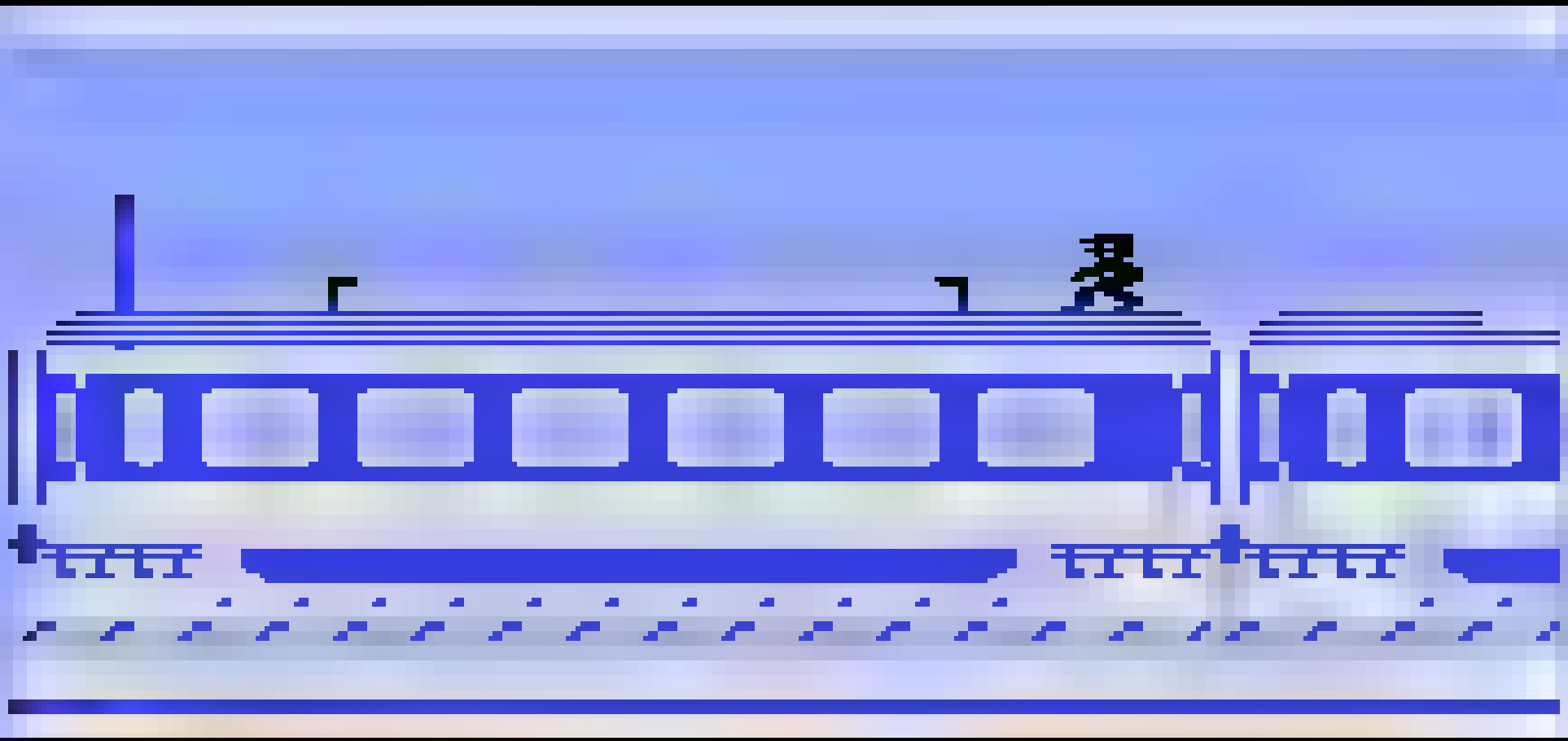
HI-SCORE
000000

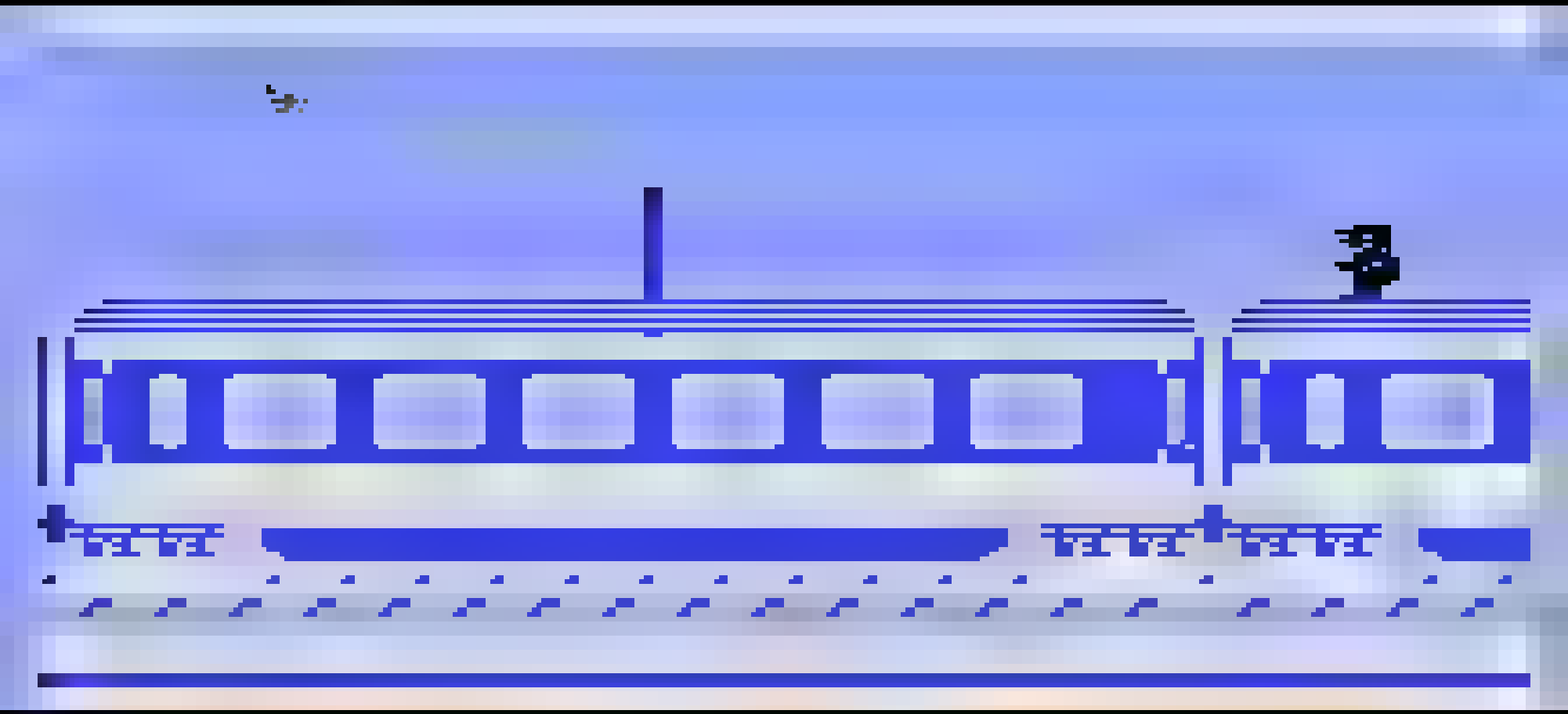
2-UP
000000

NEW JIDEN'S
PRESENTS








0004100 55 0000000
11 7330 11



PRESENTS

"PANIC EXPRESS"

(C)RED RAT SOFTWARE LTD(1986)

<SPACE BAR> PLAYS







SCORE: 00000 HI-SCORE: 00200



PARACHUTE 2011

ATARI VERSION BY
LAREK AND SLRING

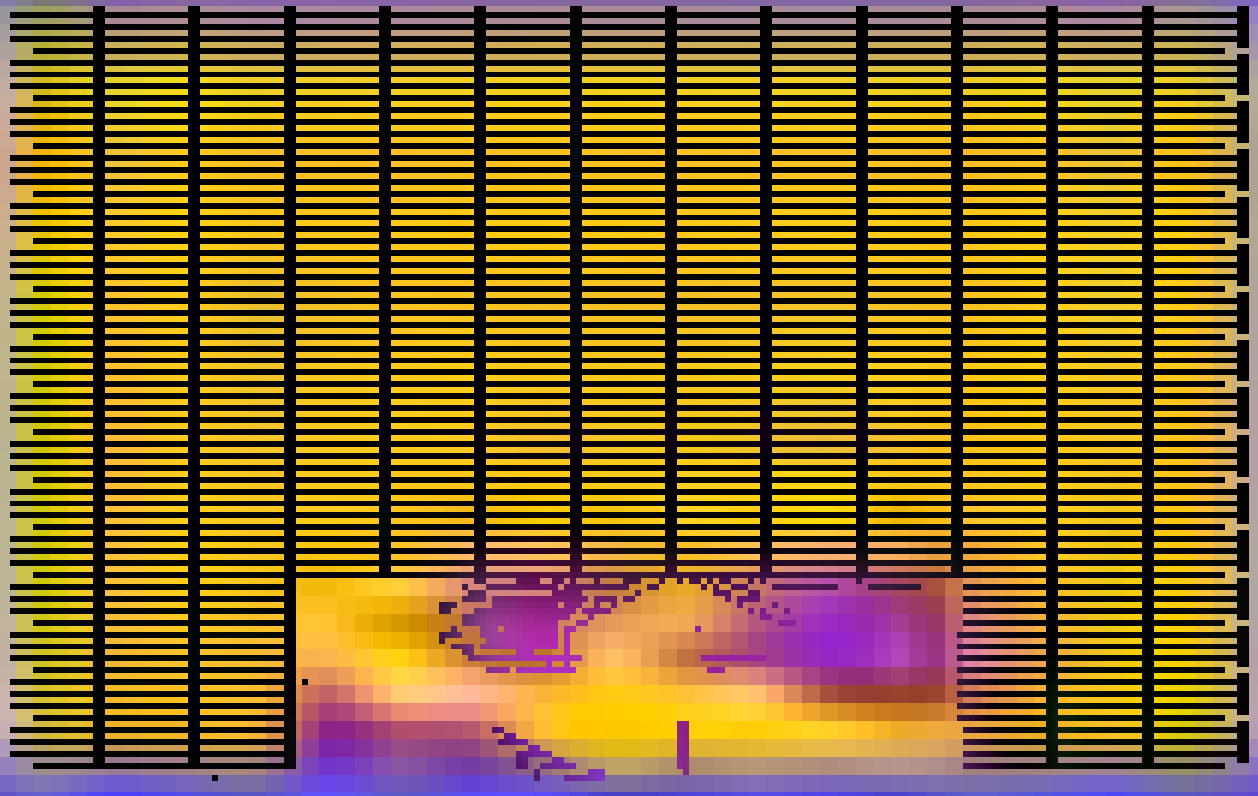
SCORE: 00111 HI-SCORE: 00200



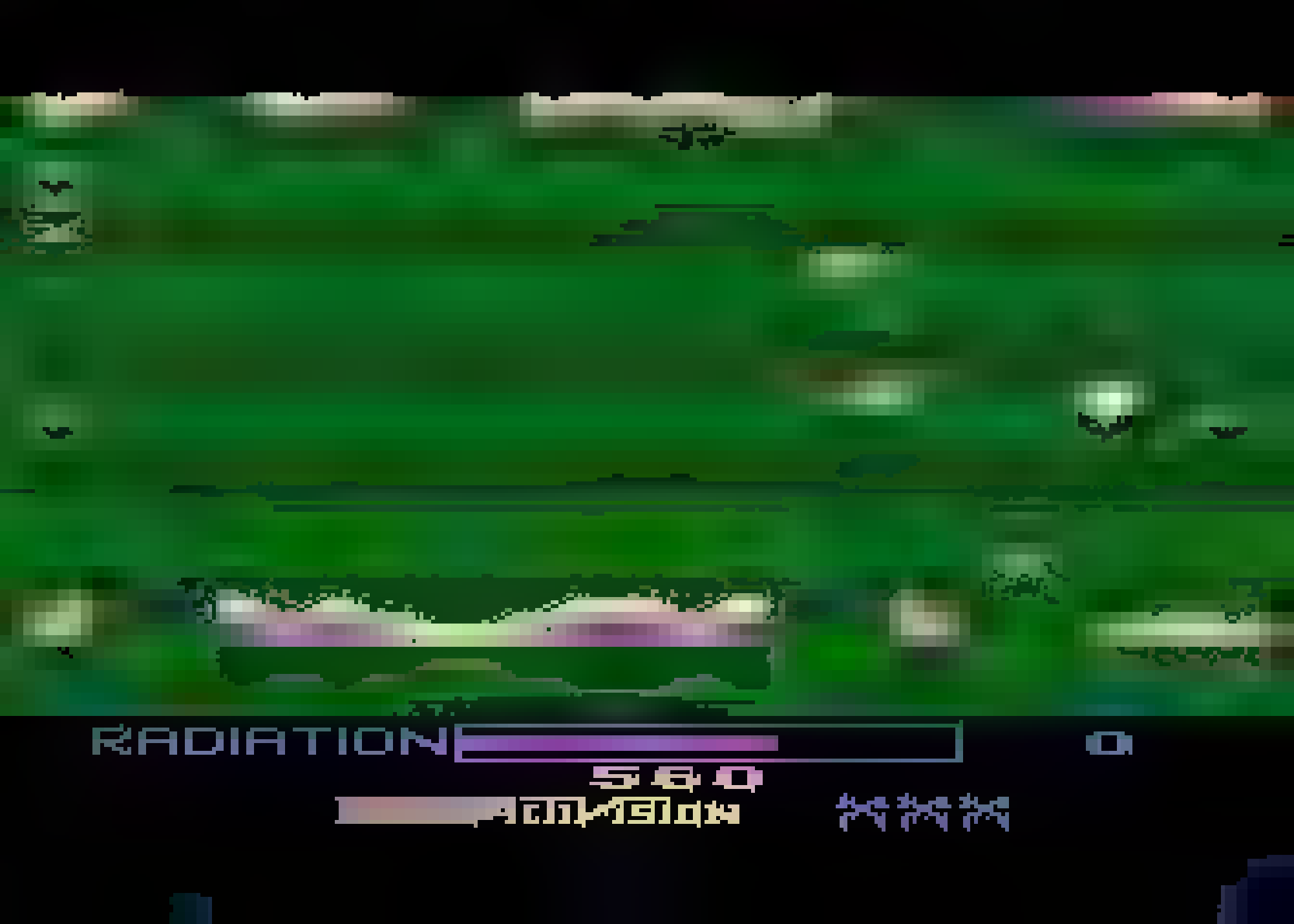
PARACHUTE 2011

ATARI VERSION BY
LAREK AND STRING



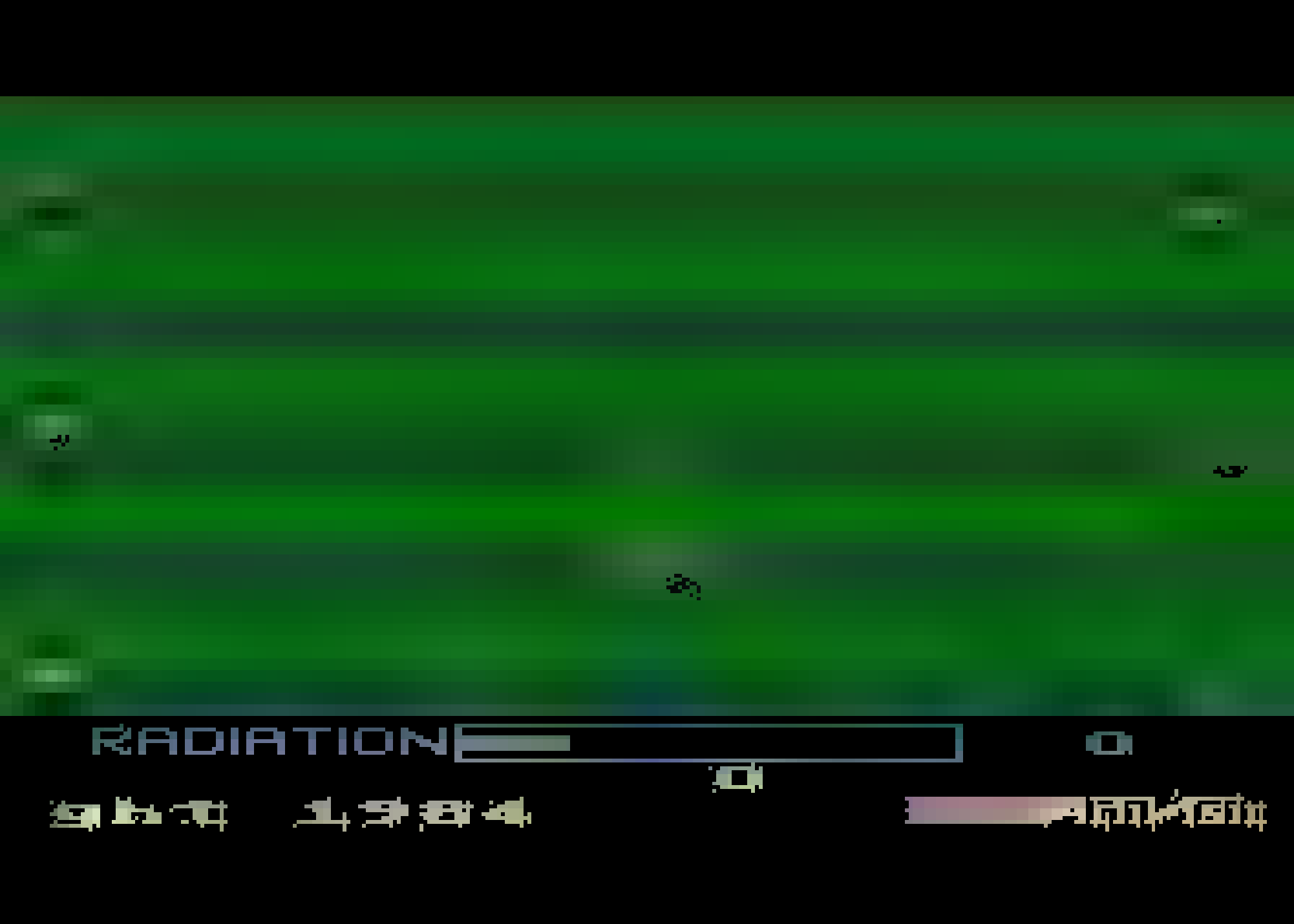

RADIATION


RADIATION


RADIATION
0
560
AMMO

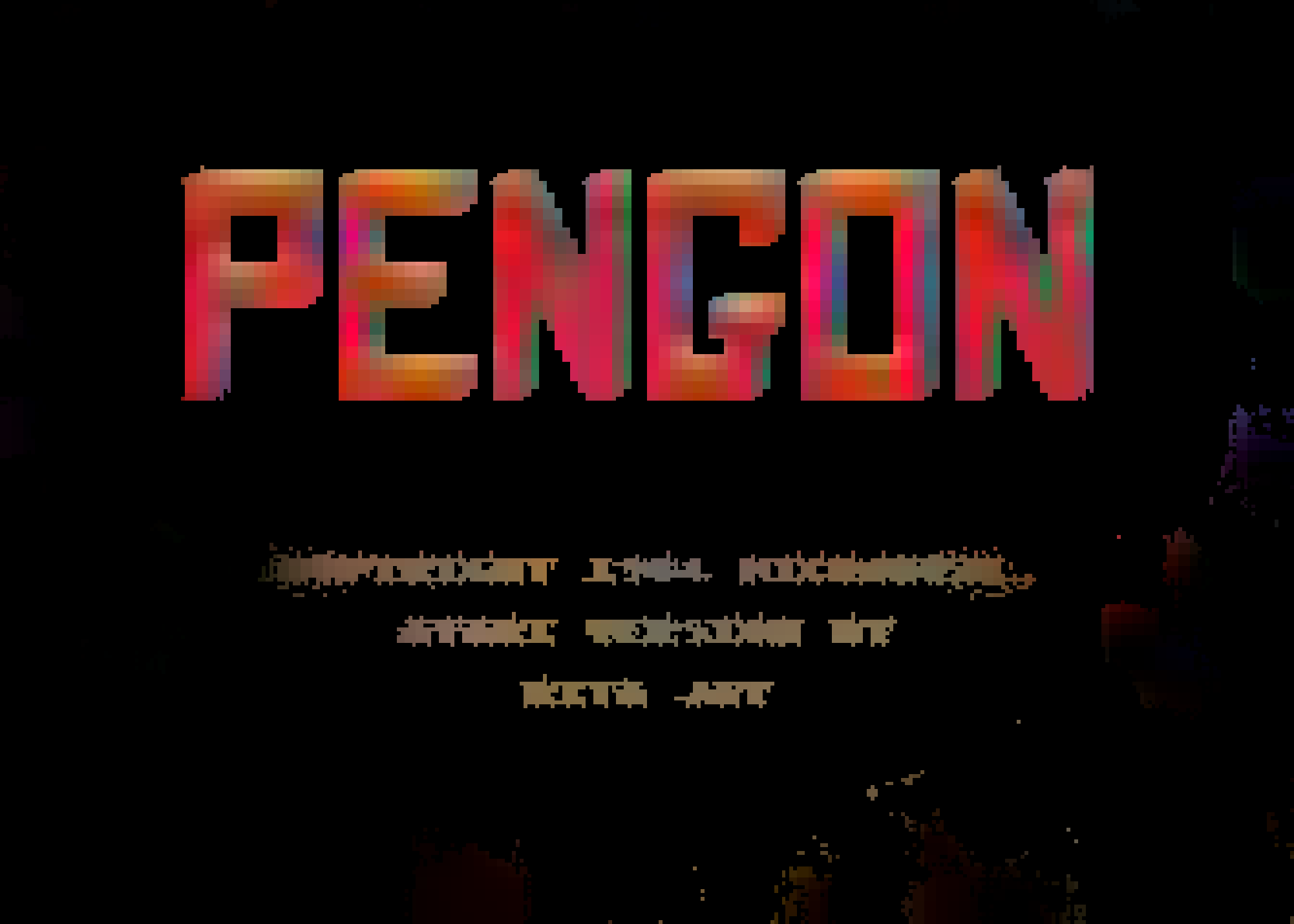

RADIATION
2180
1


RADIATION
4
385
AMMO


RADIATION

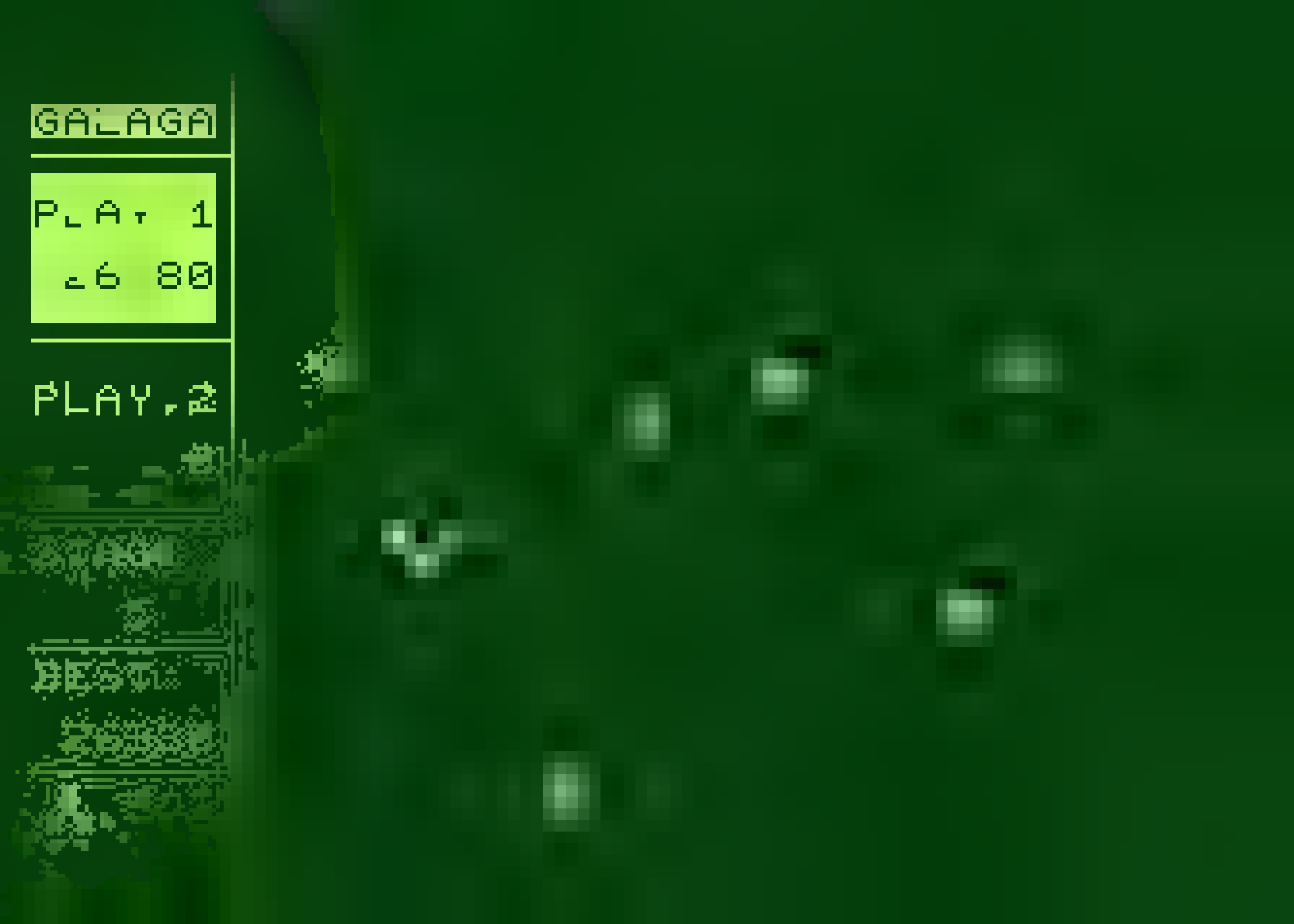

1P 6750 HI 6750 2P 00
RD 2
1983 ATARI

PENGON

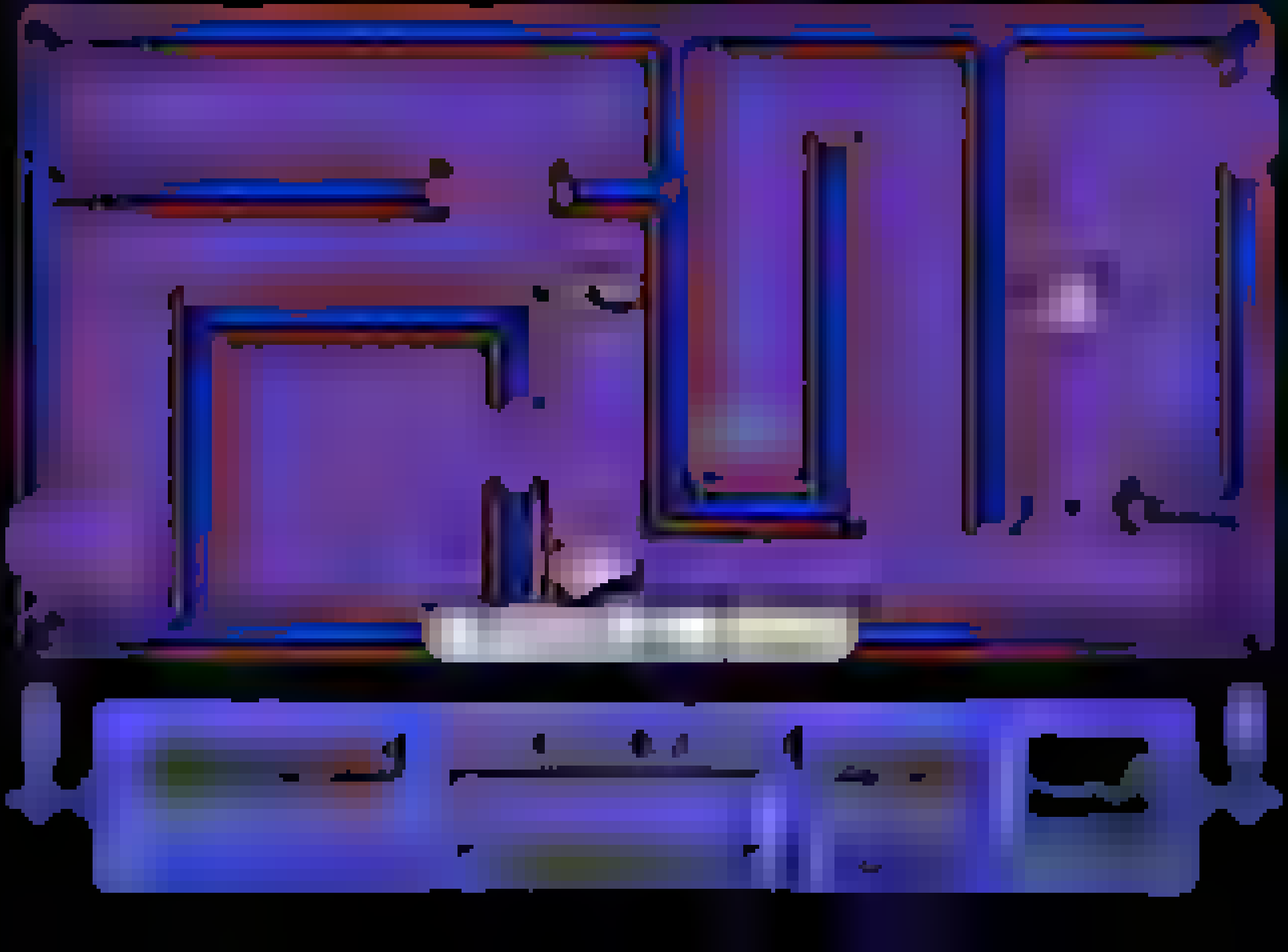


PENGO™

ONE PLAYER
INTERMEDIATE

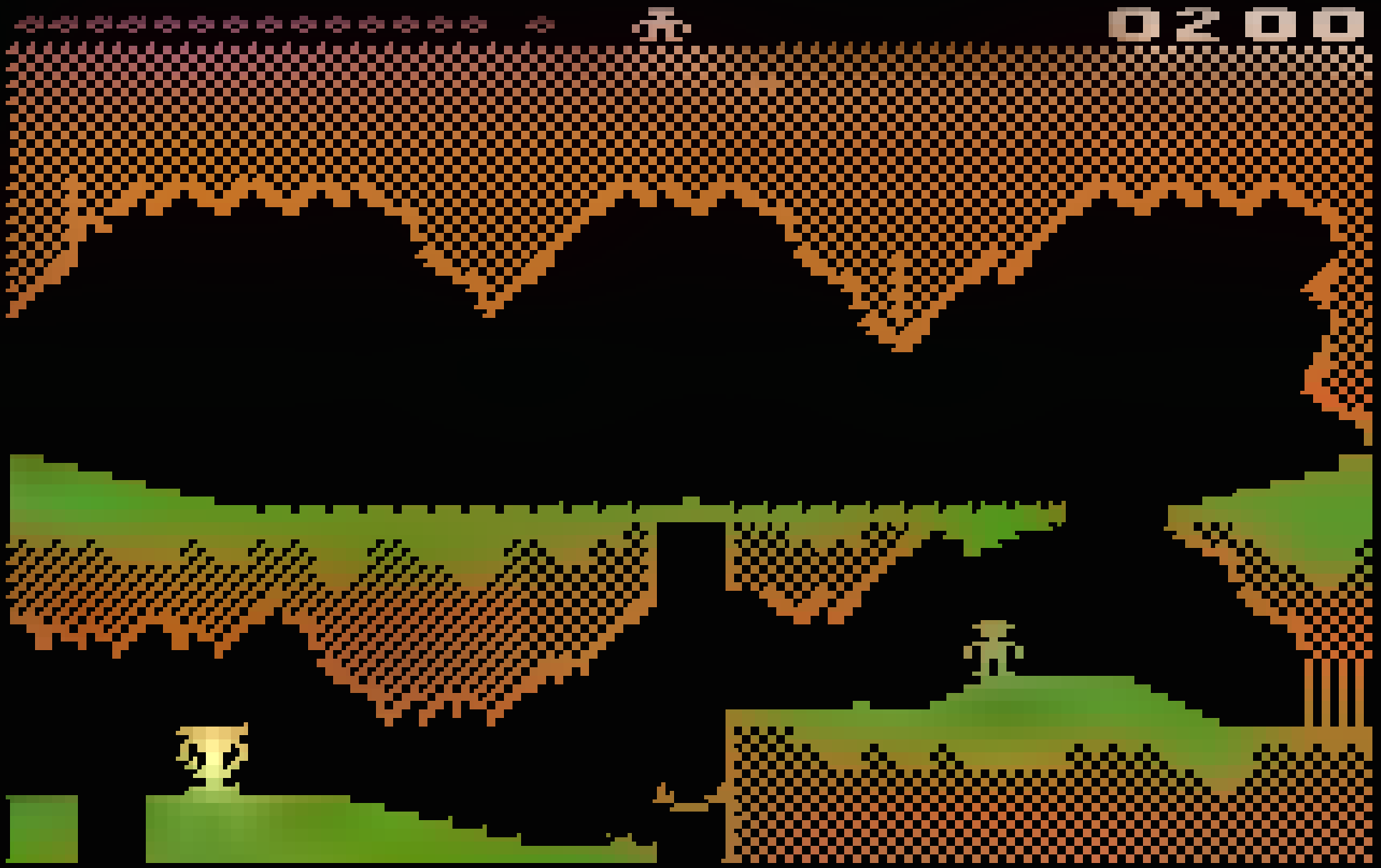

GALAGA
PLAY 1
80
PLAY

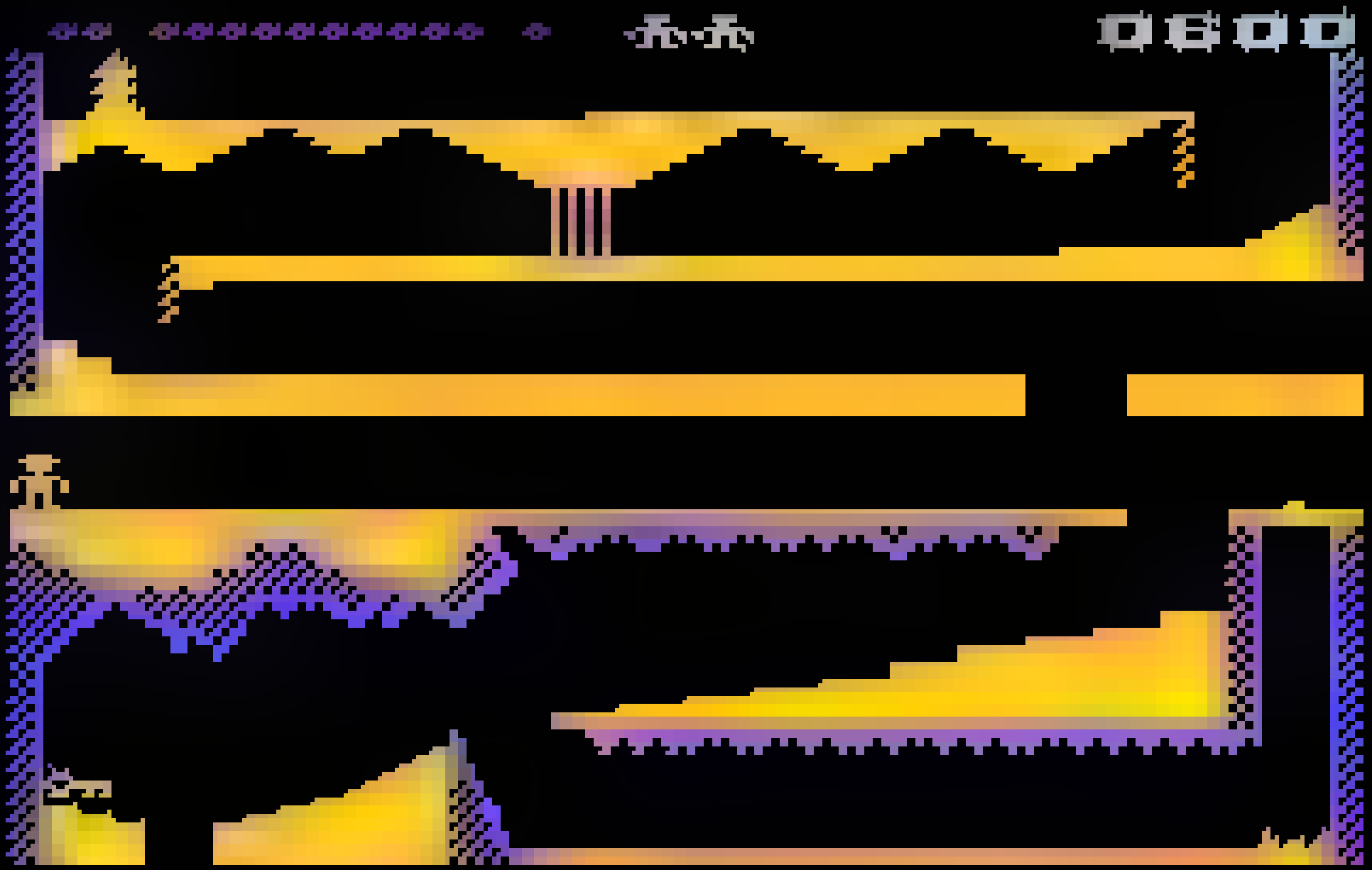

GALAGA
(C) 1982 by M.Wenning
Ported to the Atari in 2018 by N.Kehrer






PHANTOM
SCORE
REACTOR
LEVEL
BPM
ECG


0200

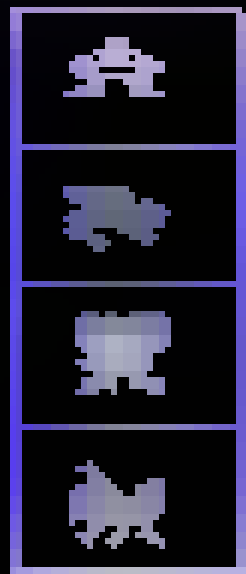





PHARAOH'S
CURSE
BY STEVE COLEMAN
(C) 1983 SYNAPSE SOFTWARE
ENTER SECRET CODE WORD


PLA 2 000000
TIME 01:06
LEVEL 1
ROUND 1

PHARAOH'S PYRAMID



OSIRIS

FLIES

FROGS

LOCUST

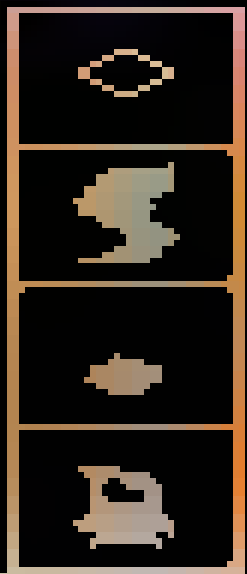


ISIS

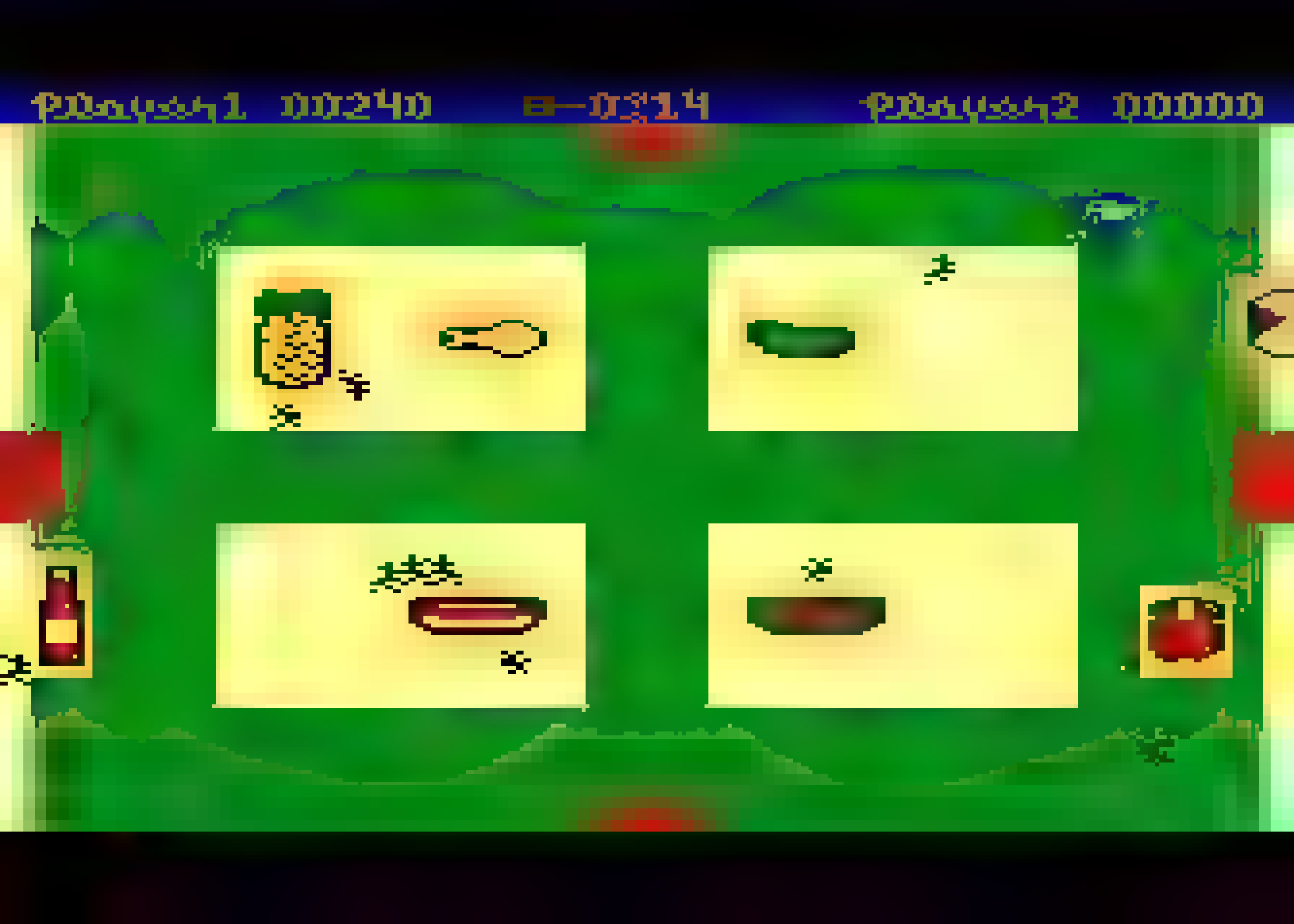
MOSES' SNAKE

FIRE HAIL

DEATH ANGEL




Player1 00010
8-1:19
Player2 00000


Player1 00240
0:14
Player2 00000

PENGE

PANIC

STARRING

"Robert" Artis
= 10 x Round

"Gerge"


"Jumping" Spiders
= 20 x Round

"Sticking" Worms
40 x Round

"The Pods"
Table = 60 to 100 x Round
Grass = 30 to 50 x Round

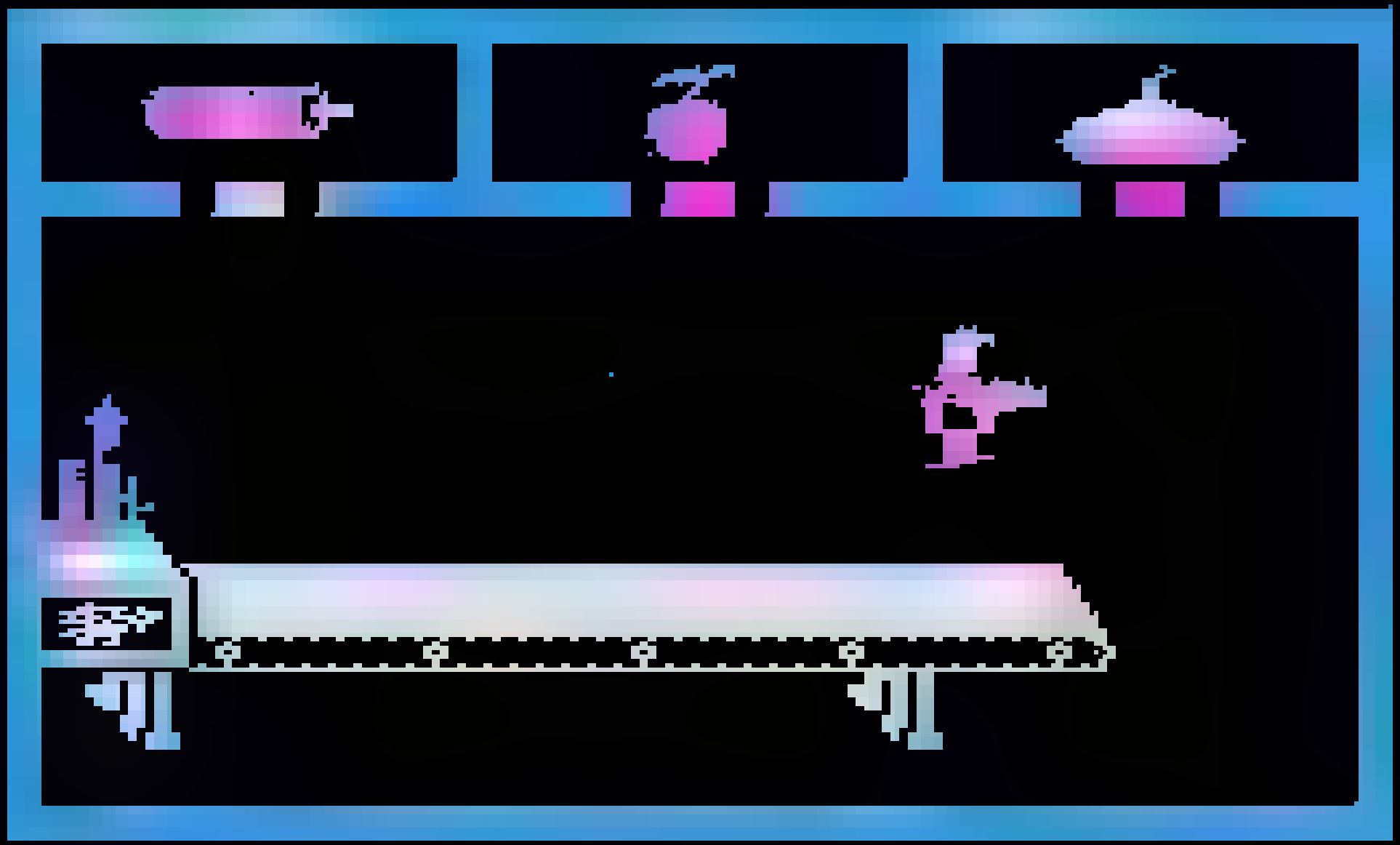
OPTION

1 DAY

SELECT

1 PLAYER

©1984 IREM SYNAPSE



PIE MAN

BY

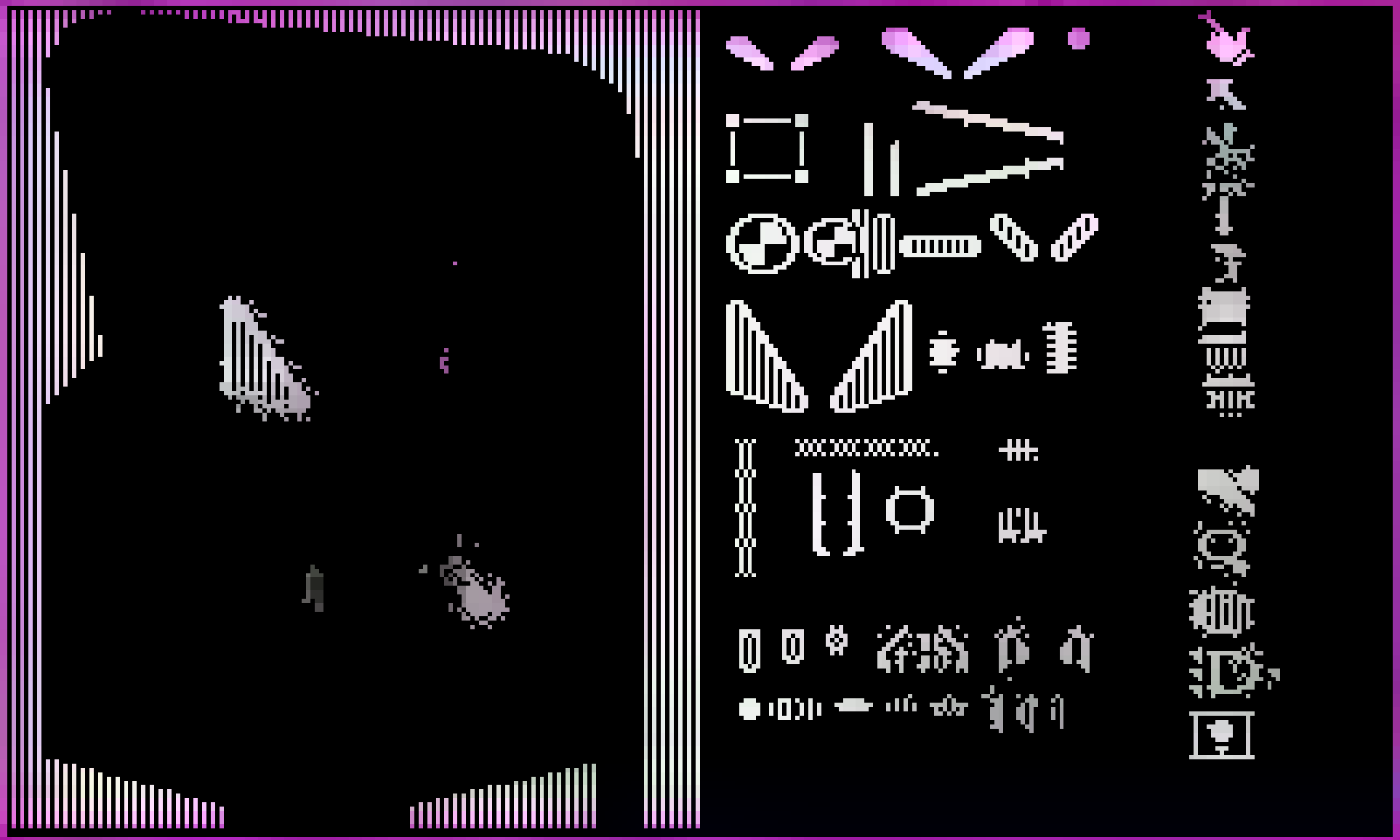
SCOTT D. SCHRAM

DESIGNED BY

DALE E. BERNS AND MICHAEL KOSAKA

COPYRIGHT 1983 PENGUIN SOFTWARE

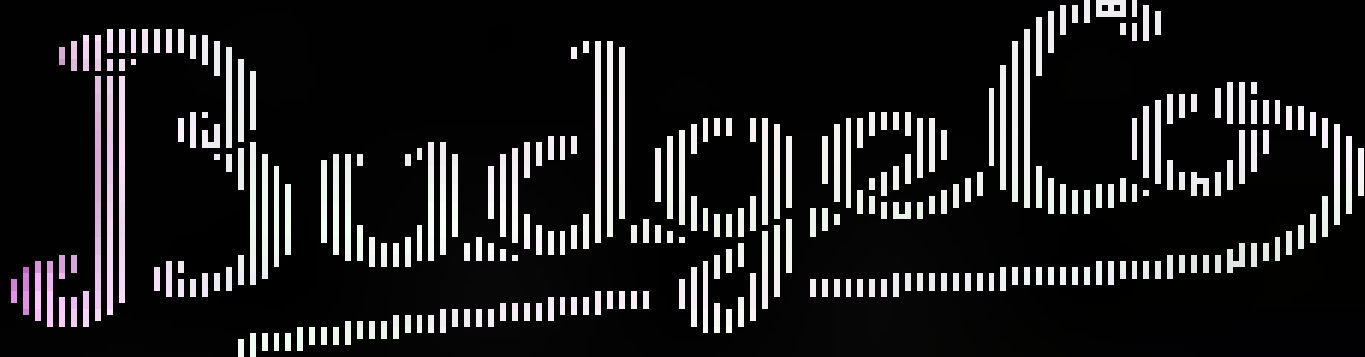
PRESS START TO PLAY



STICKY BEAR

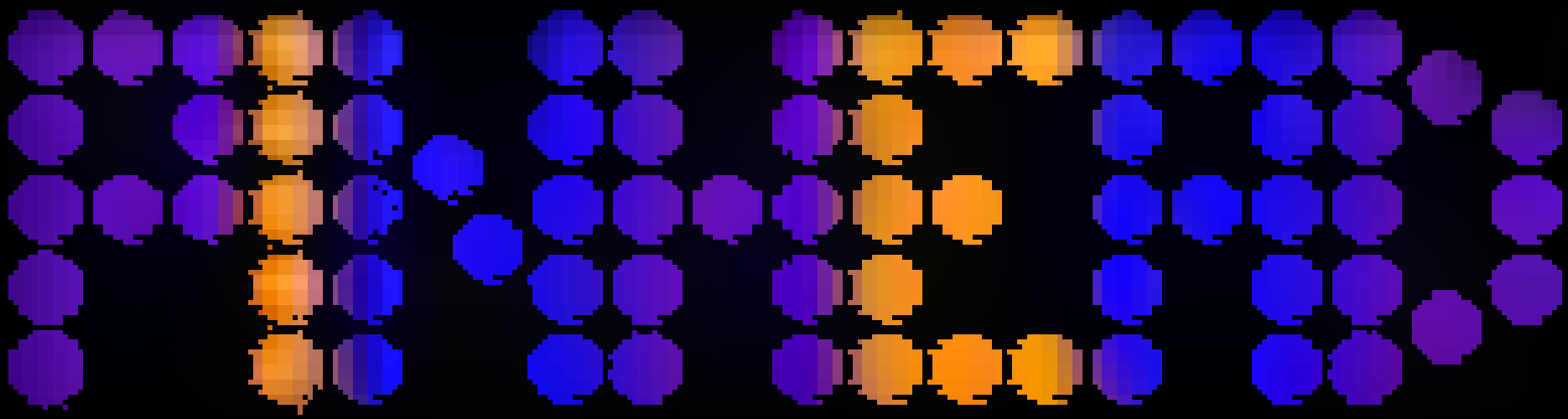
CONSTRUCTION SET

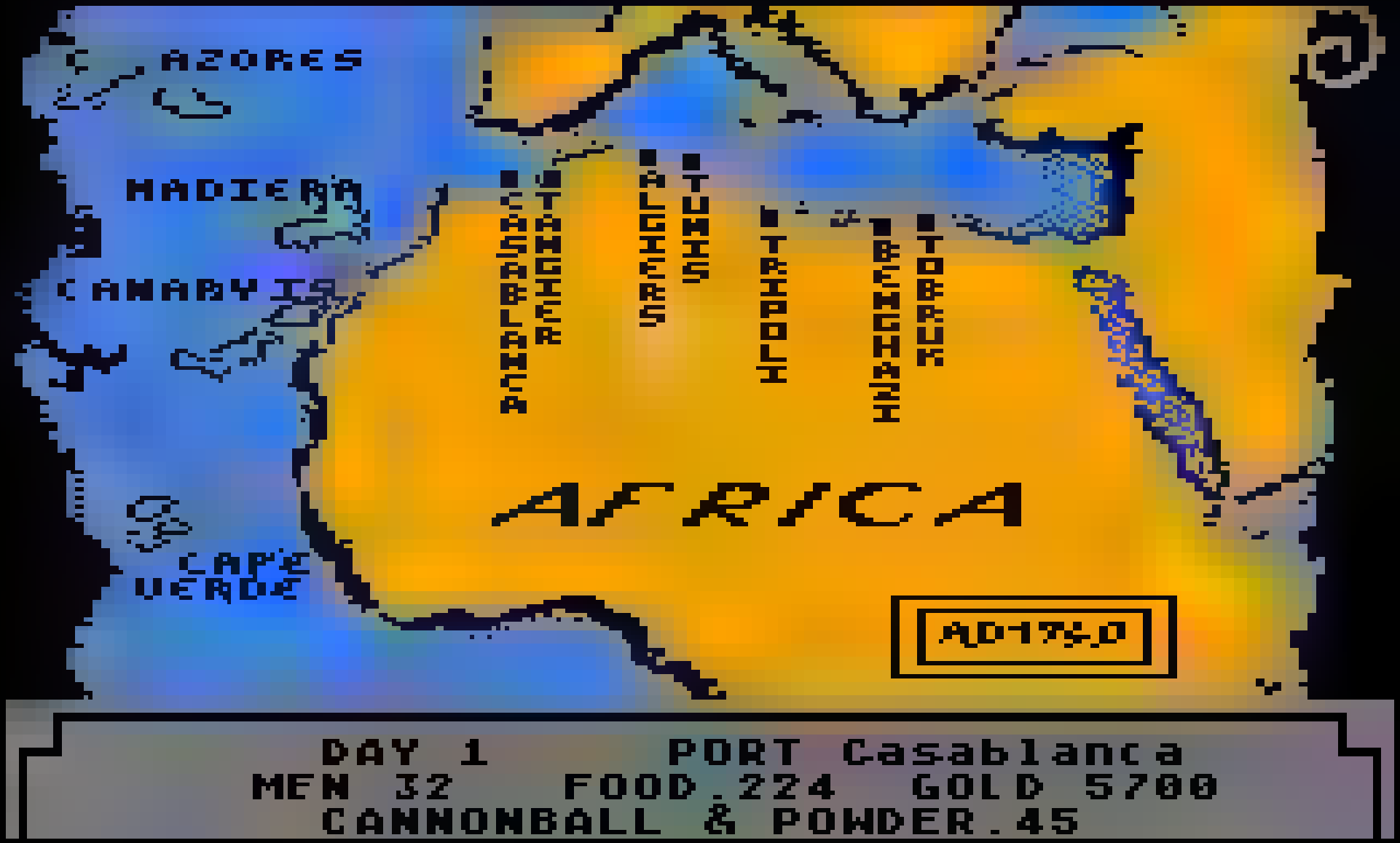




©1983 BY BILL BUDGE

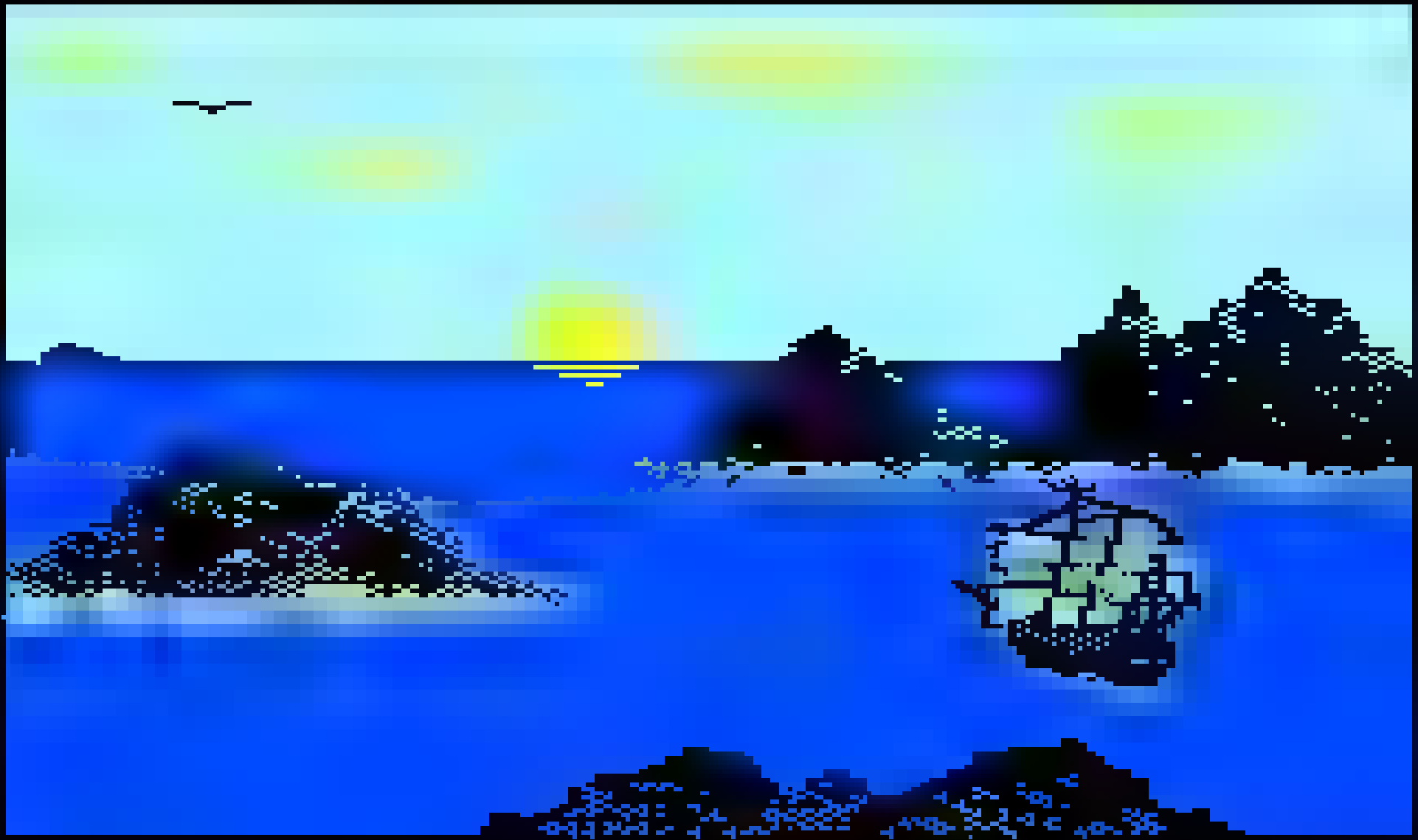

SCORE:
LIVES:





DAY 1 PORT Casablanca
MEN 32 FOOD 224 GOLD 5700
CANNONBALL & POWDER 45


FLEE
UNLOAD



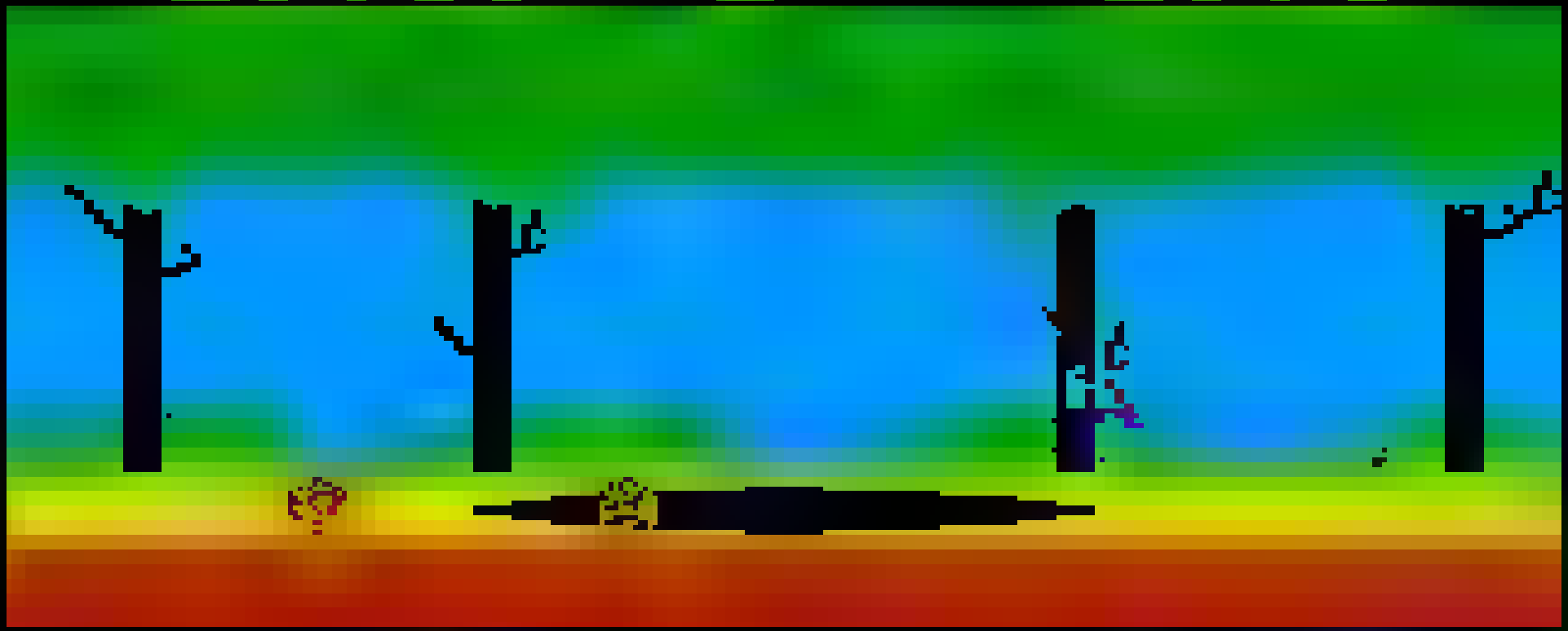


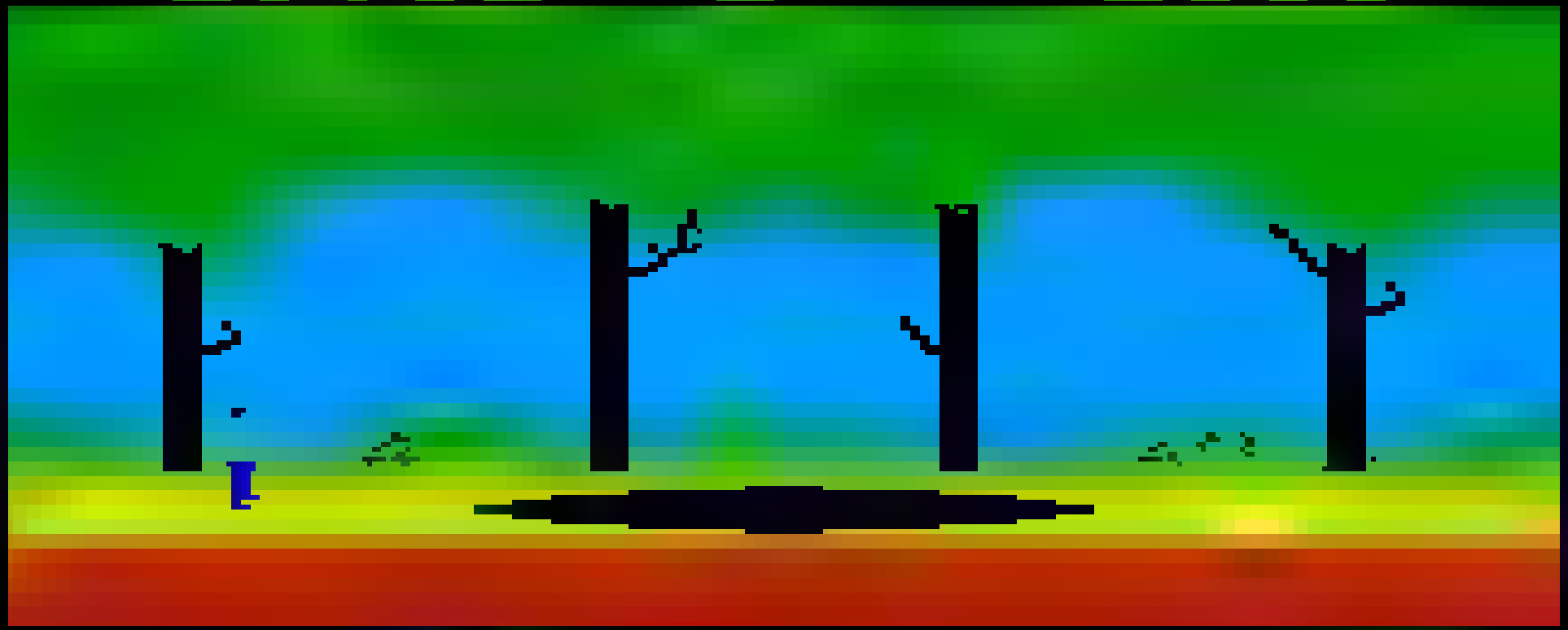


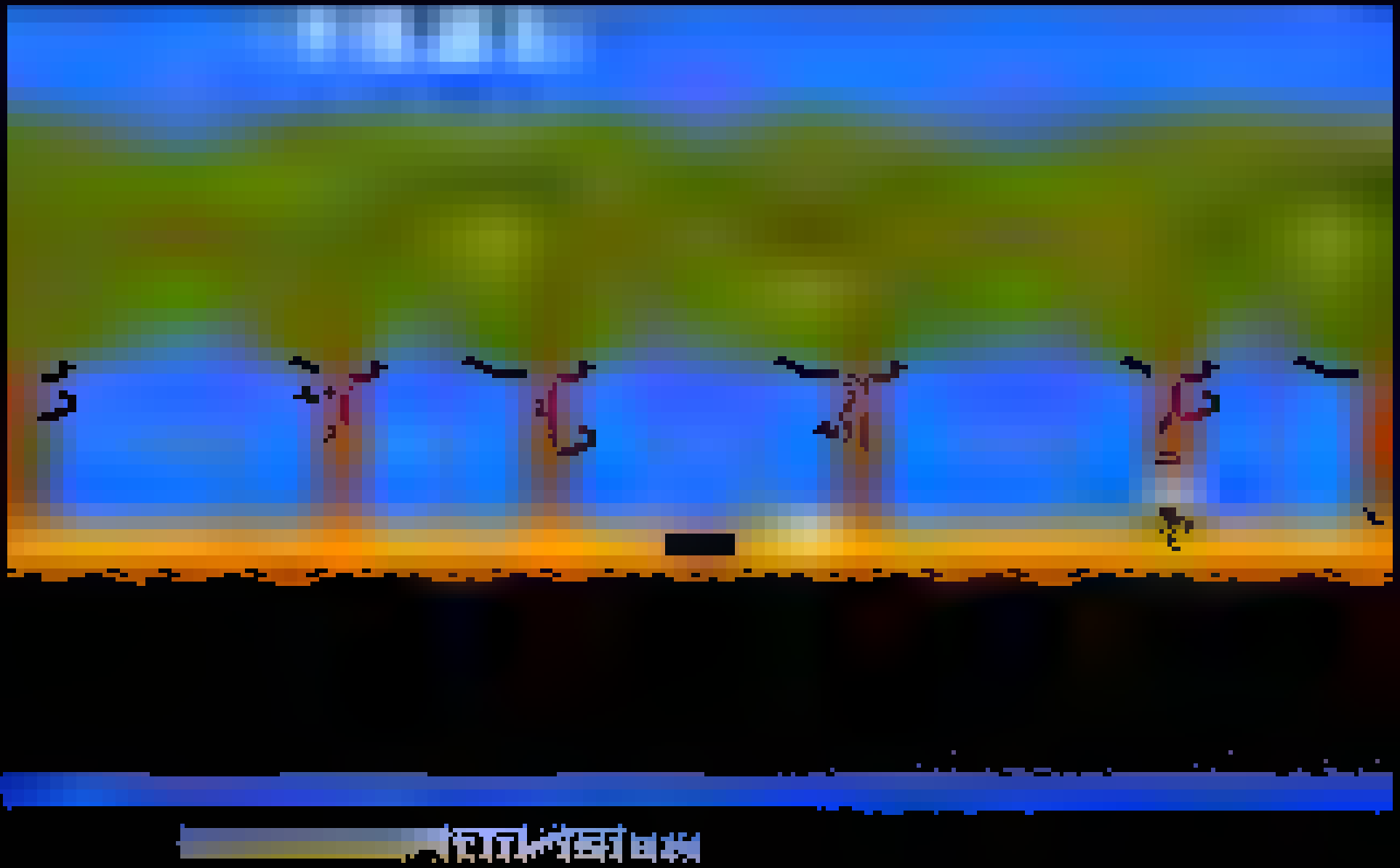



HIRE A CREW!
buy men
FOOD
NEWS!
BUT IT WILL COST YE
FOR SALE


BARB


19:39
I
1978


19:02
I
1805











Erbe Copyright 1982, 1984 Activision


LAP
0
TIME
0:20
SPEED
FUEL

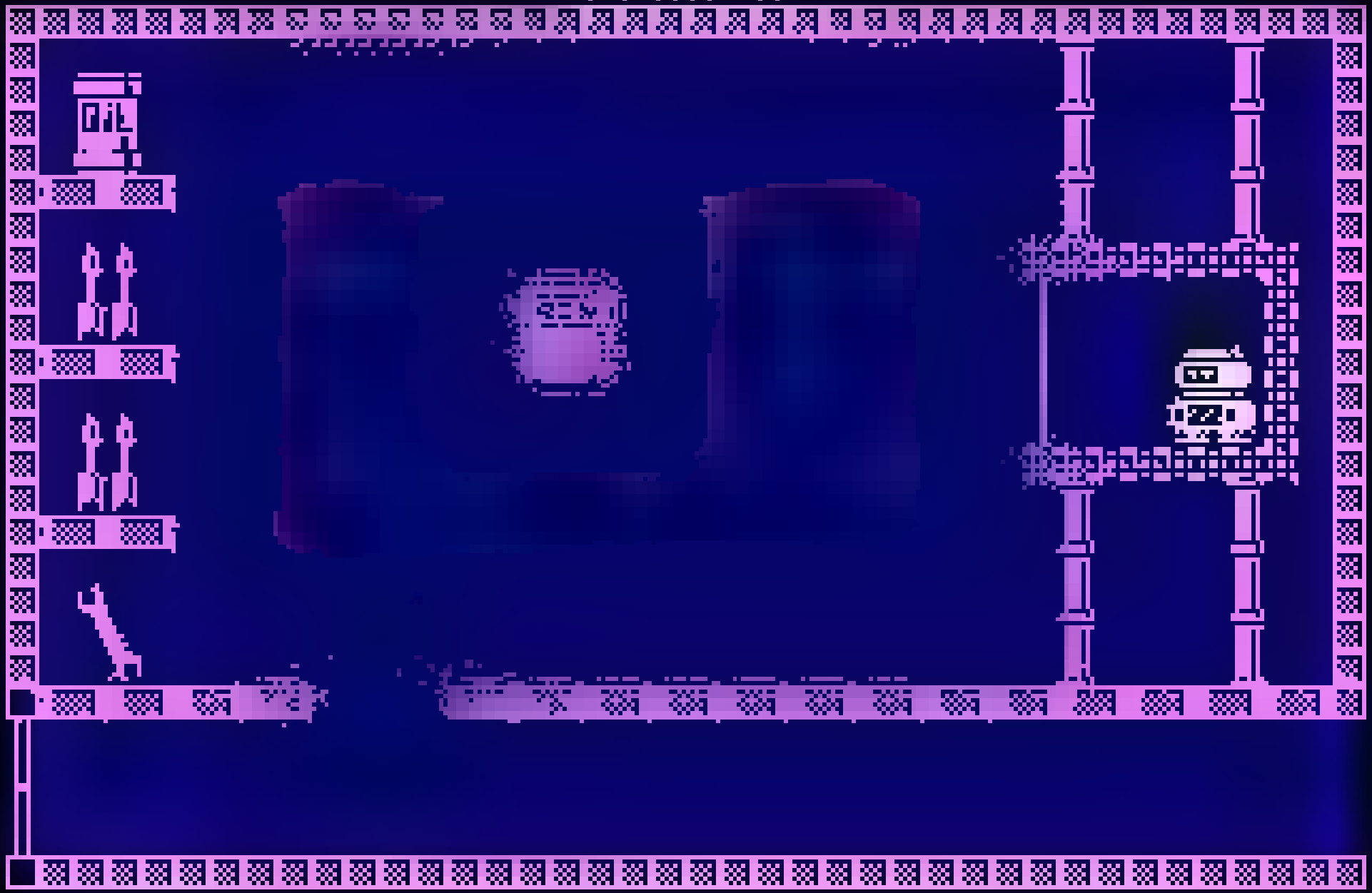

01.7


Time 0:43 Speed 169 Fuel E F
Time 0:43 Speed 150 Fuel E F


PITSTOP II
FROM EPYX


FITSTOP

PLAN B



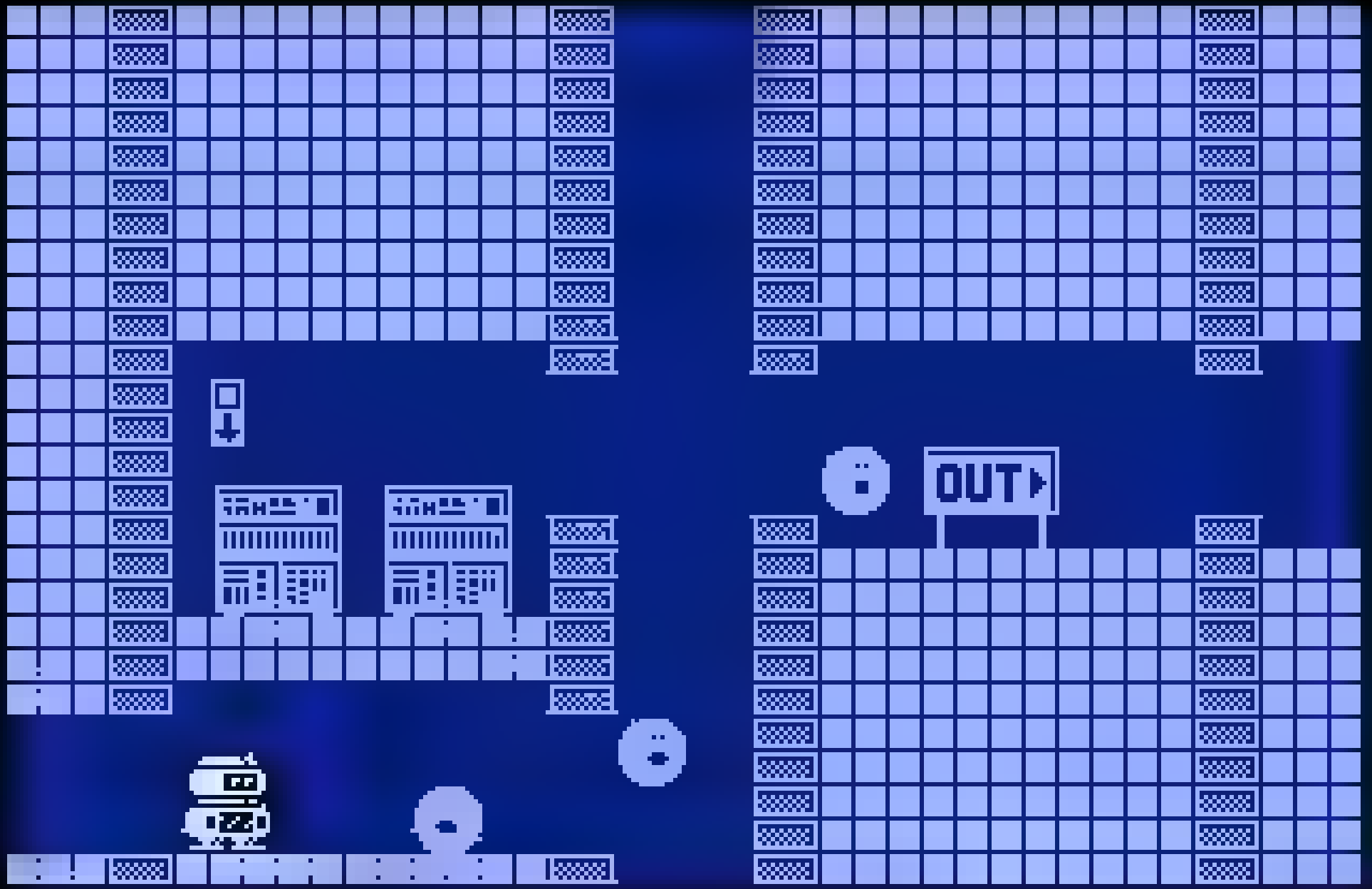
0000000

0 0 0 0

100

200

100



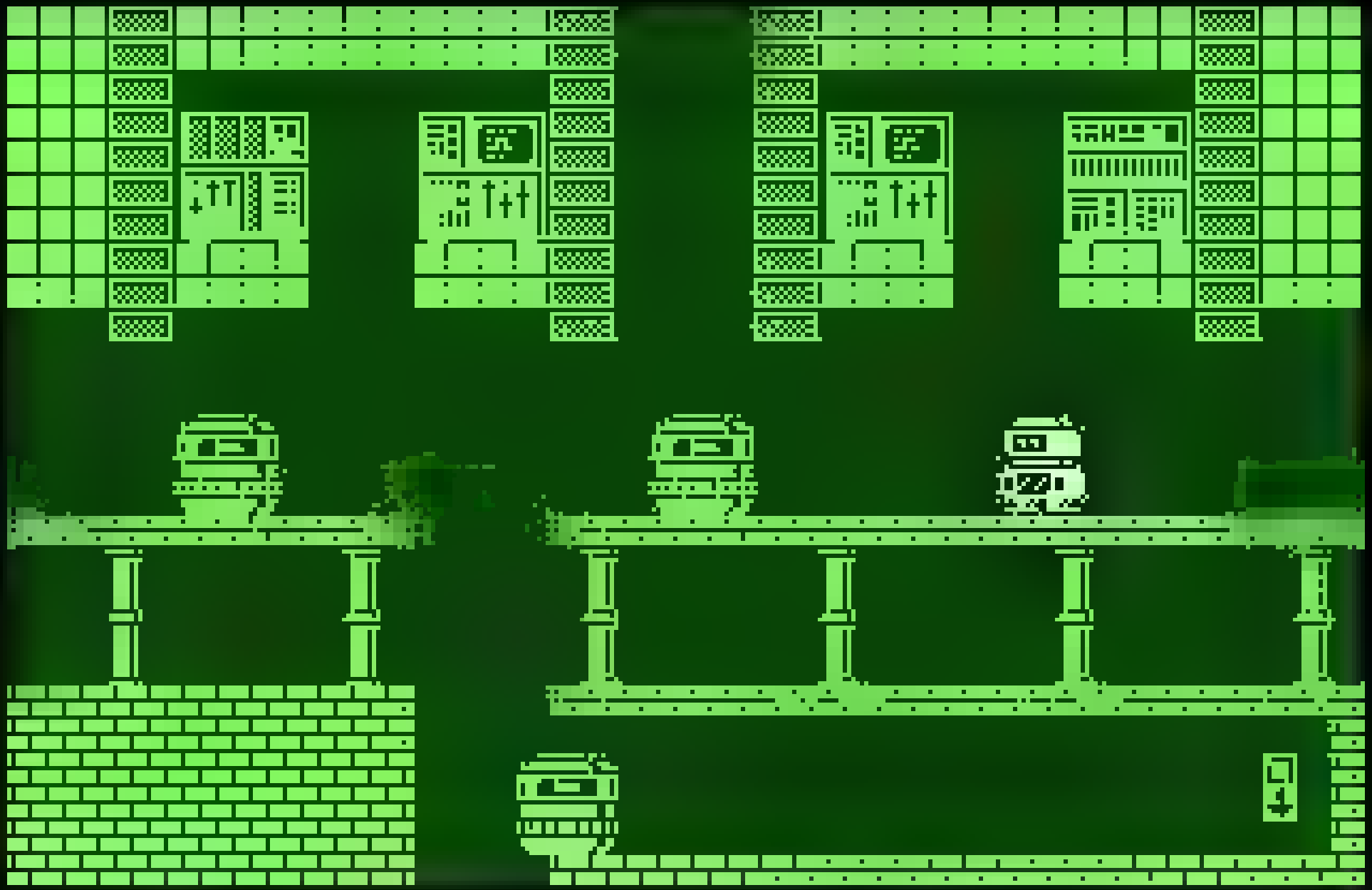
0000063

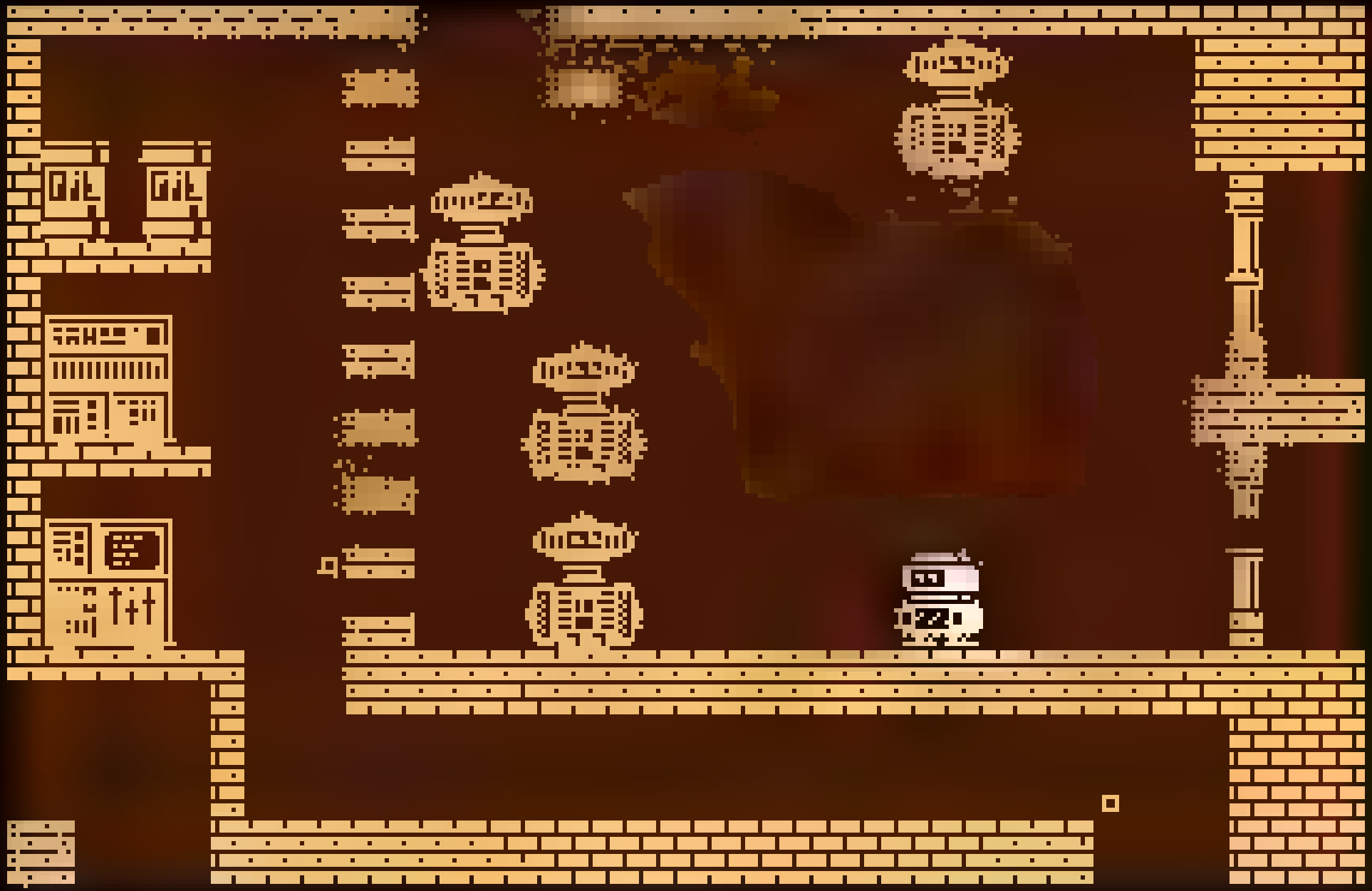
0 0 0 0

100

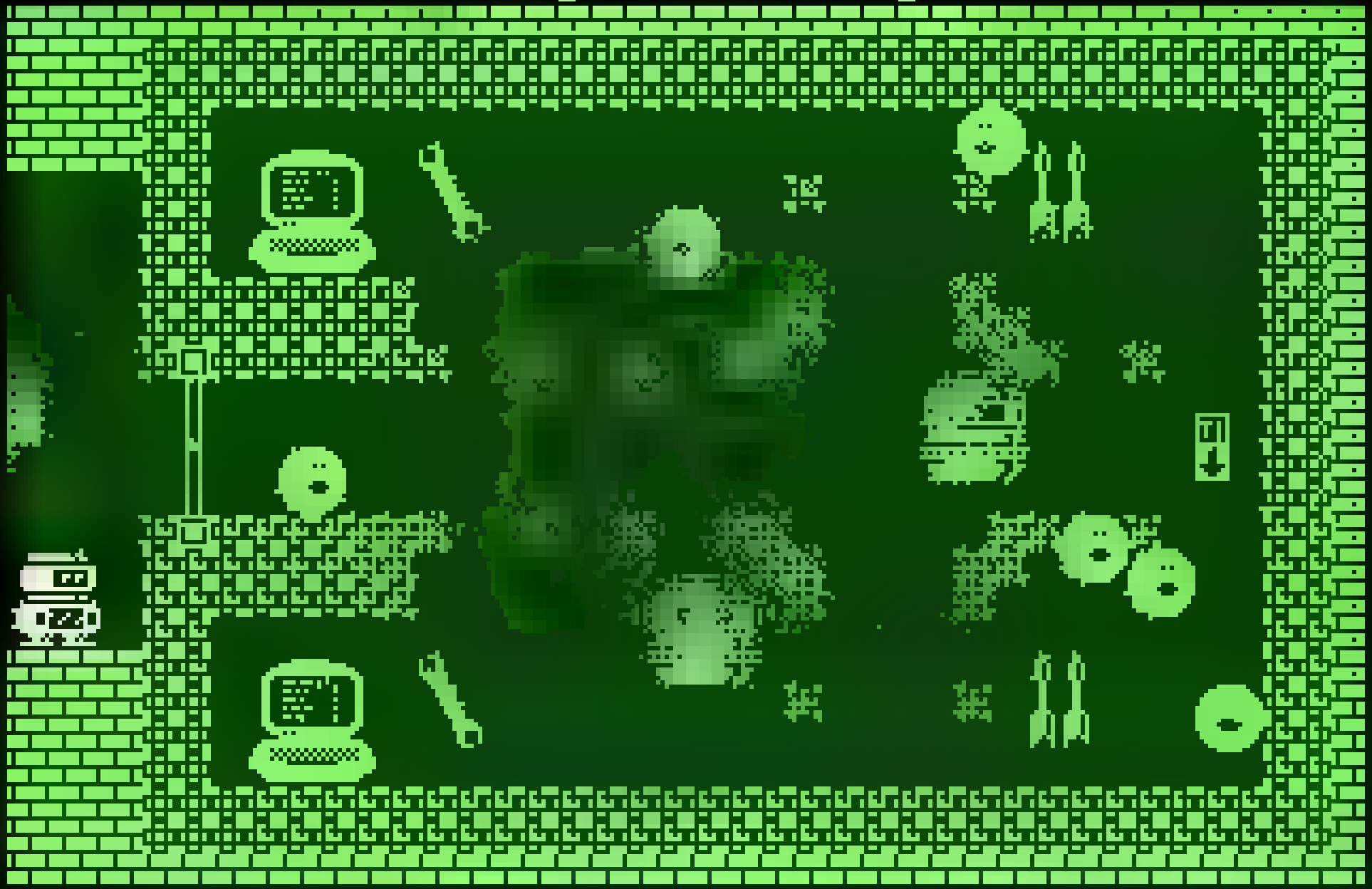
199

100


0000203
0
0
0
0
089
190
100


0000369
1
0
0
0
070
178
100

High Security



0000422 | 1 0 0 0 | 047 | 162 | 100

P L A N B

A Bug Byte Production

(C)1987 Andrew Foord

Atari 2k12 conversion

Fandal, Miker, P6

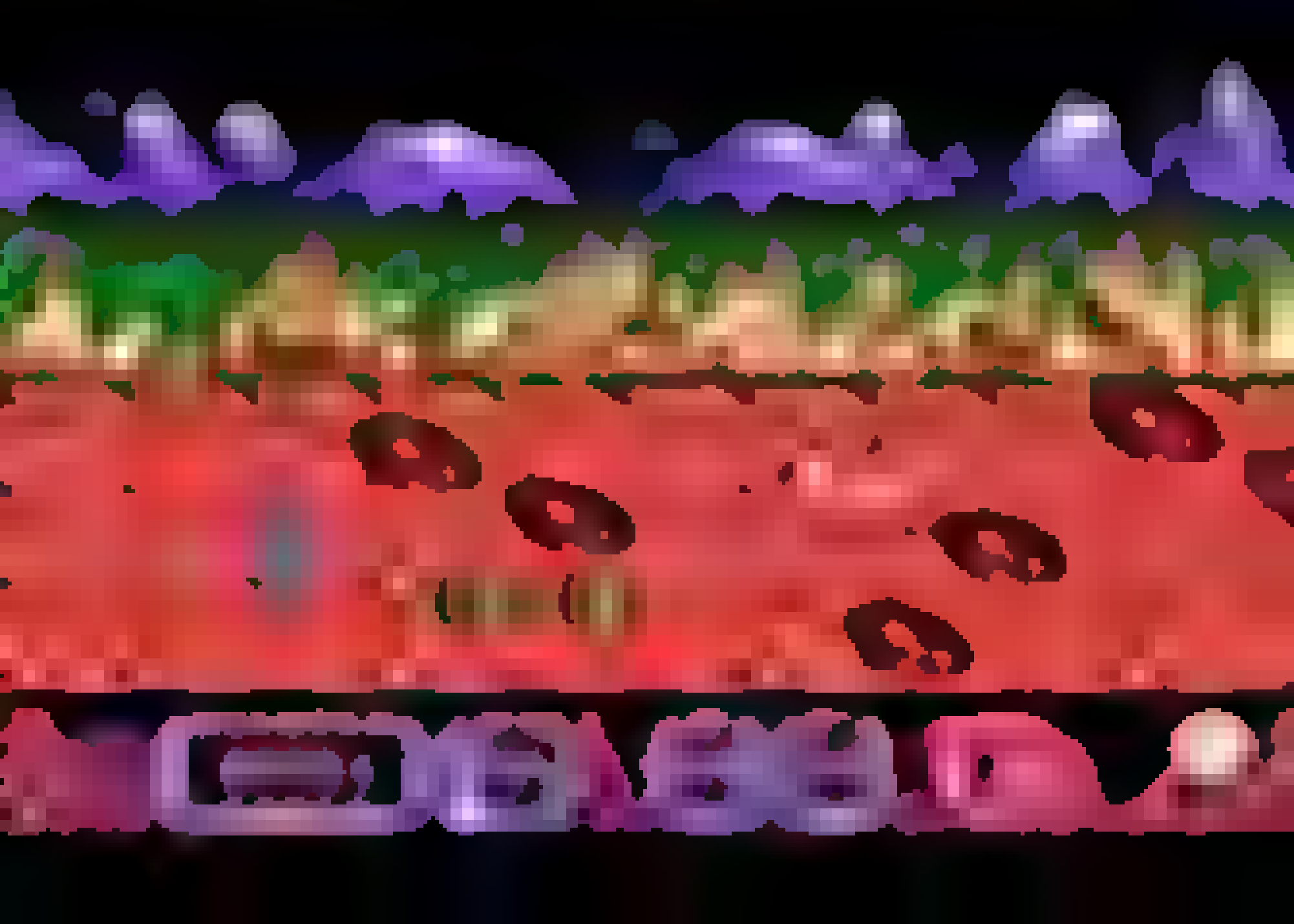
Joystick.....Movement

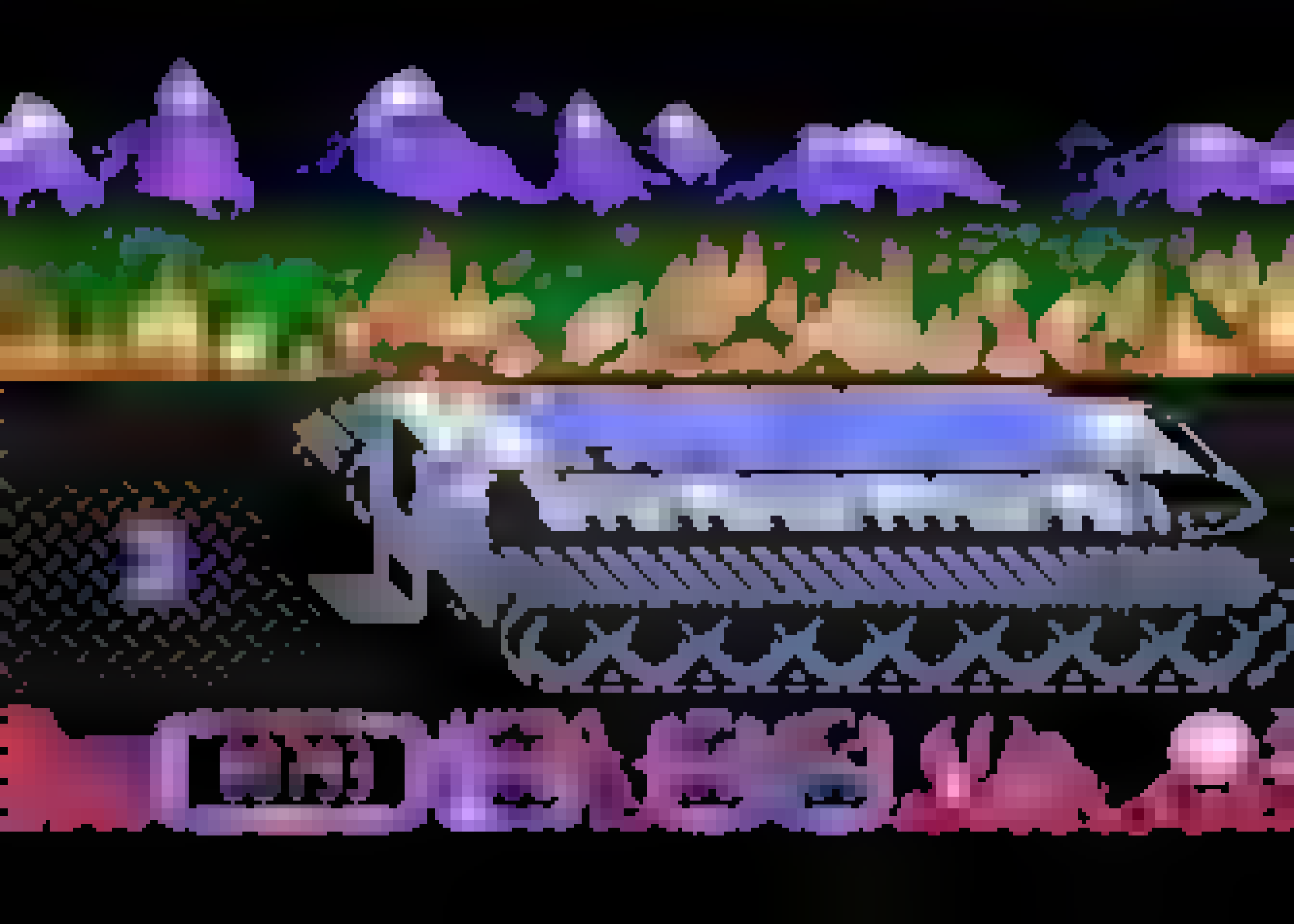
Space.....Open door

Return.....Pause

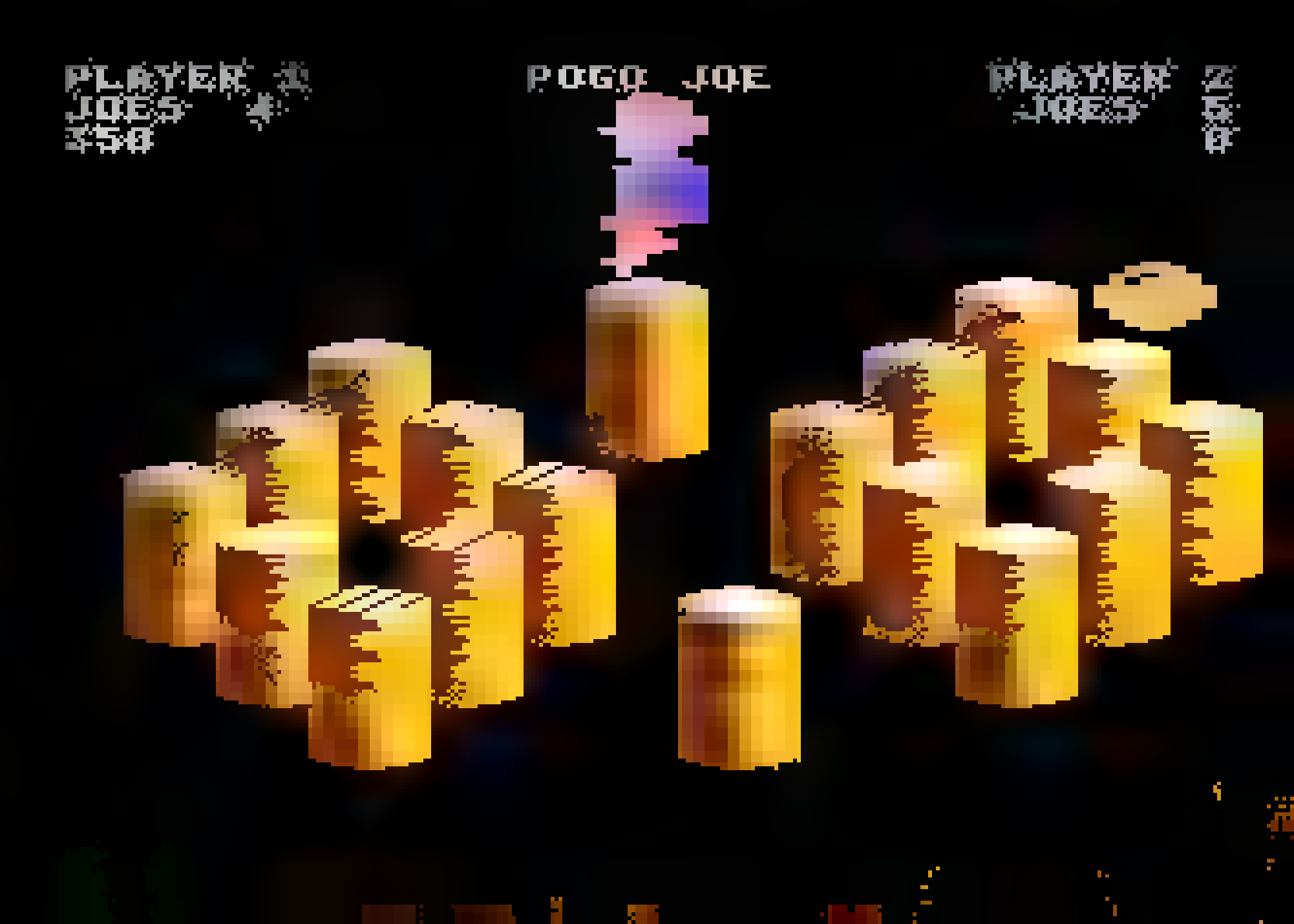
Escape.....Abort game

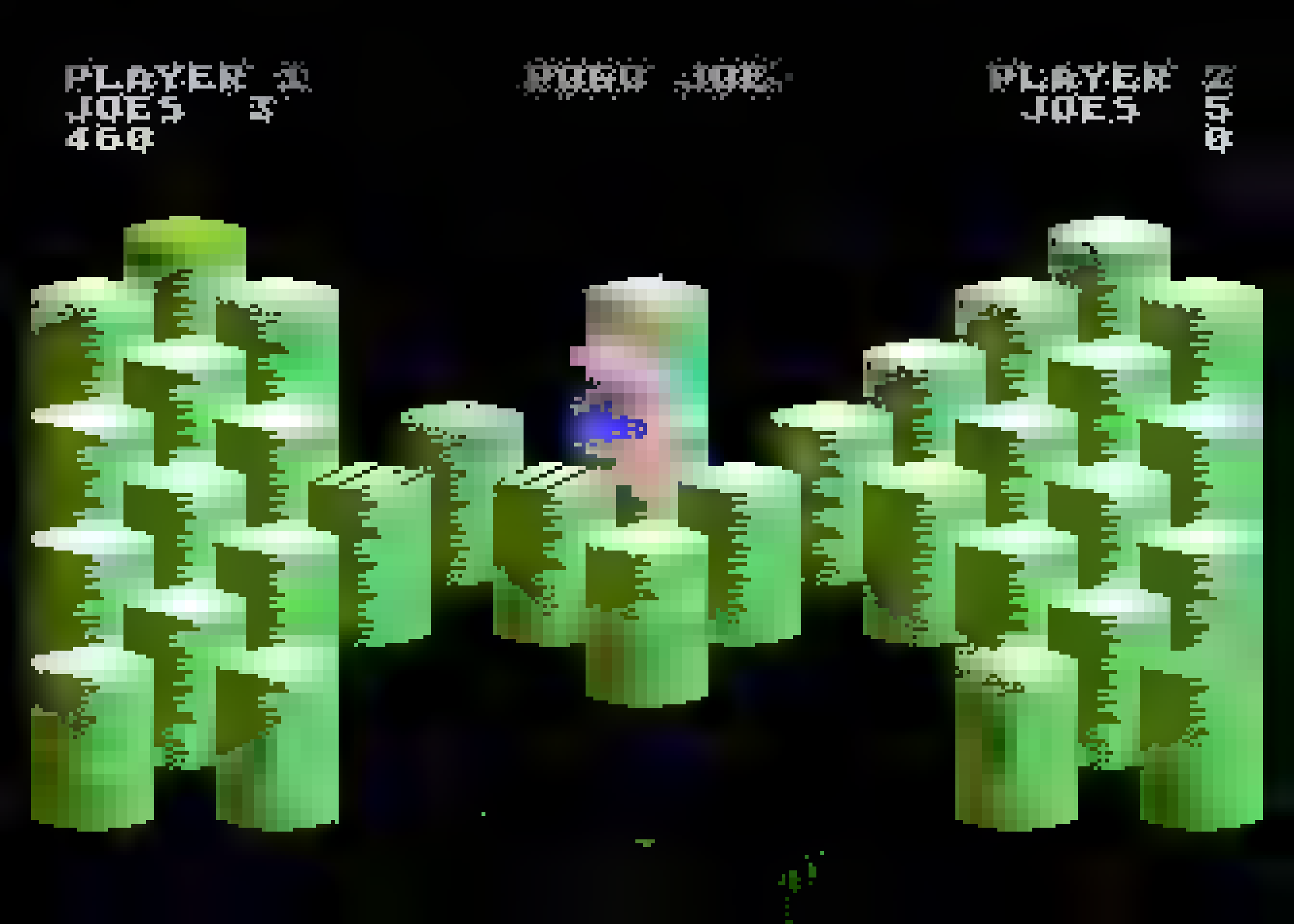
Press START to play!

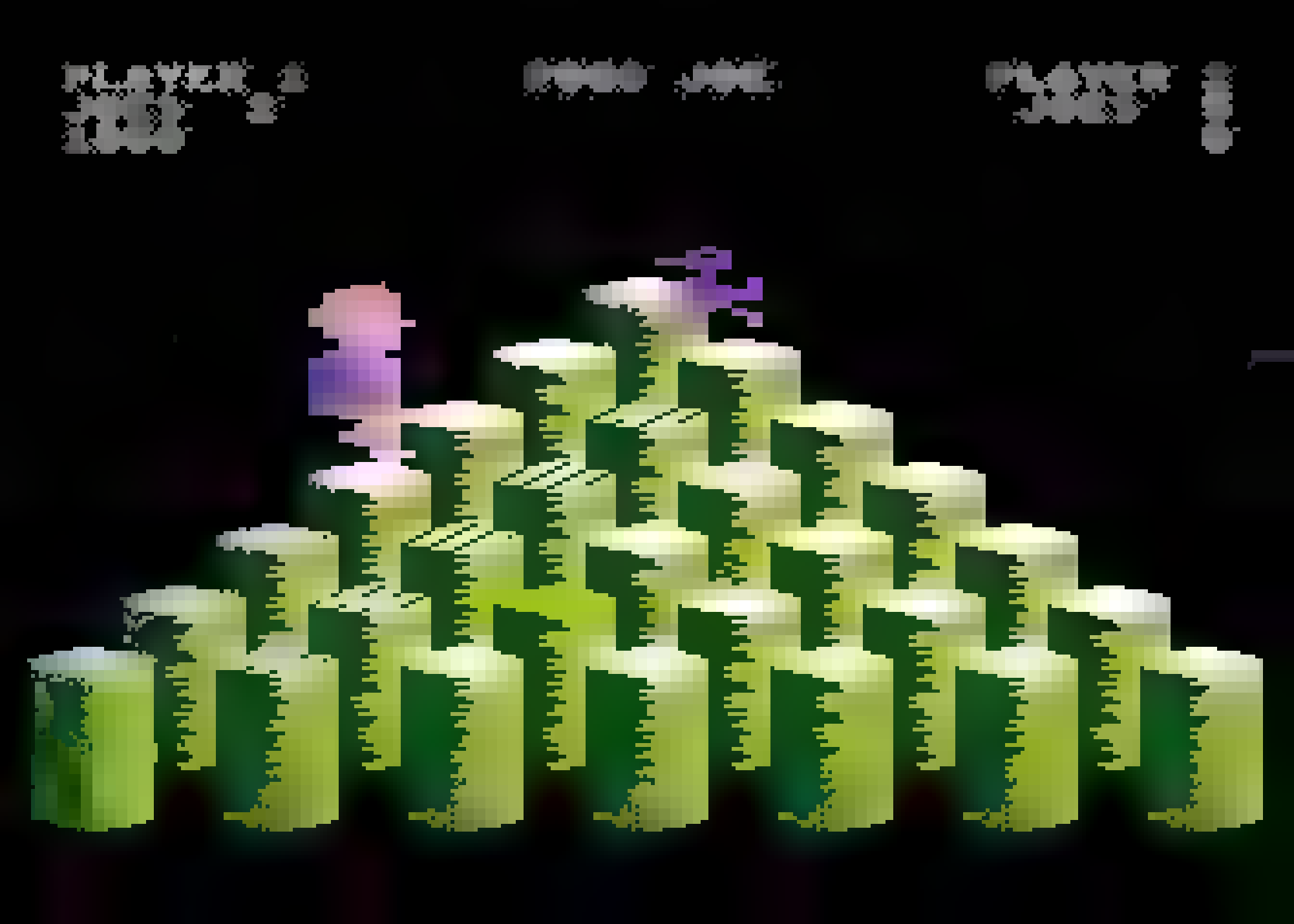





PLASTRON
COPYRIGHT 1990
ARLECHINO
PROGRAMMED BY
ANDY DICKINSON


PLAYER 1
JOES 4
350
POGO JOE
PLAYER 2
JOES
0

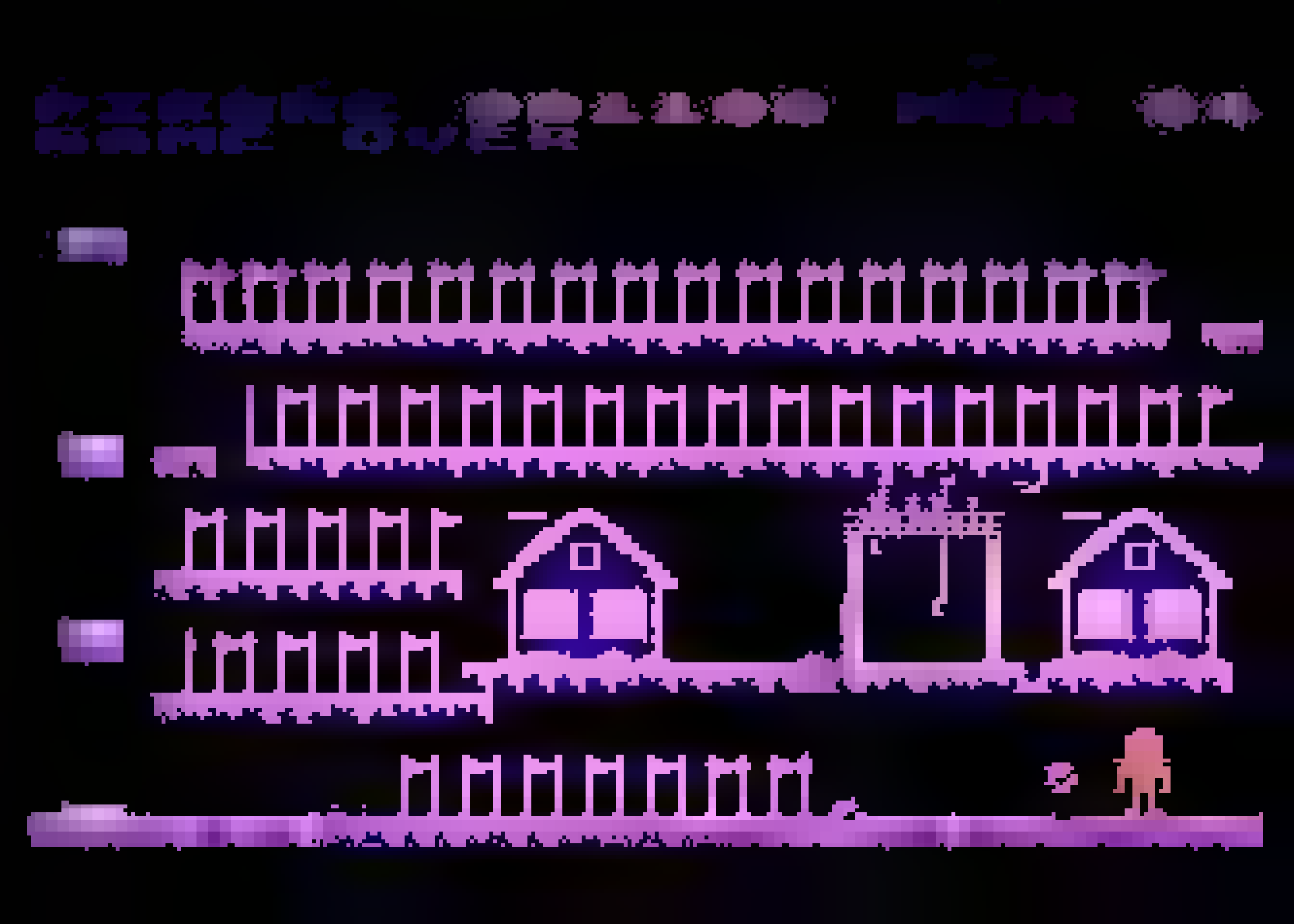

PLAYER 1
JOES 3
460
HIGH JOES
PLAYER 2
JOES 5
0



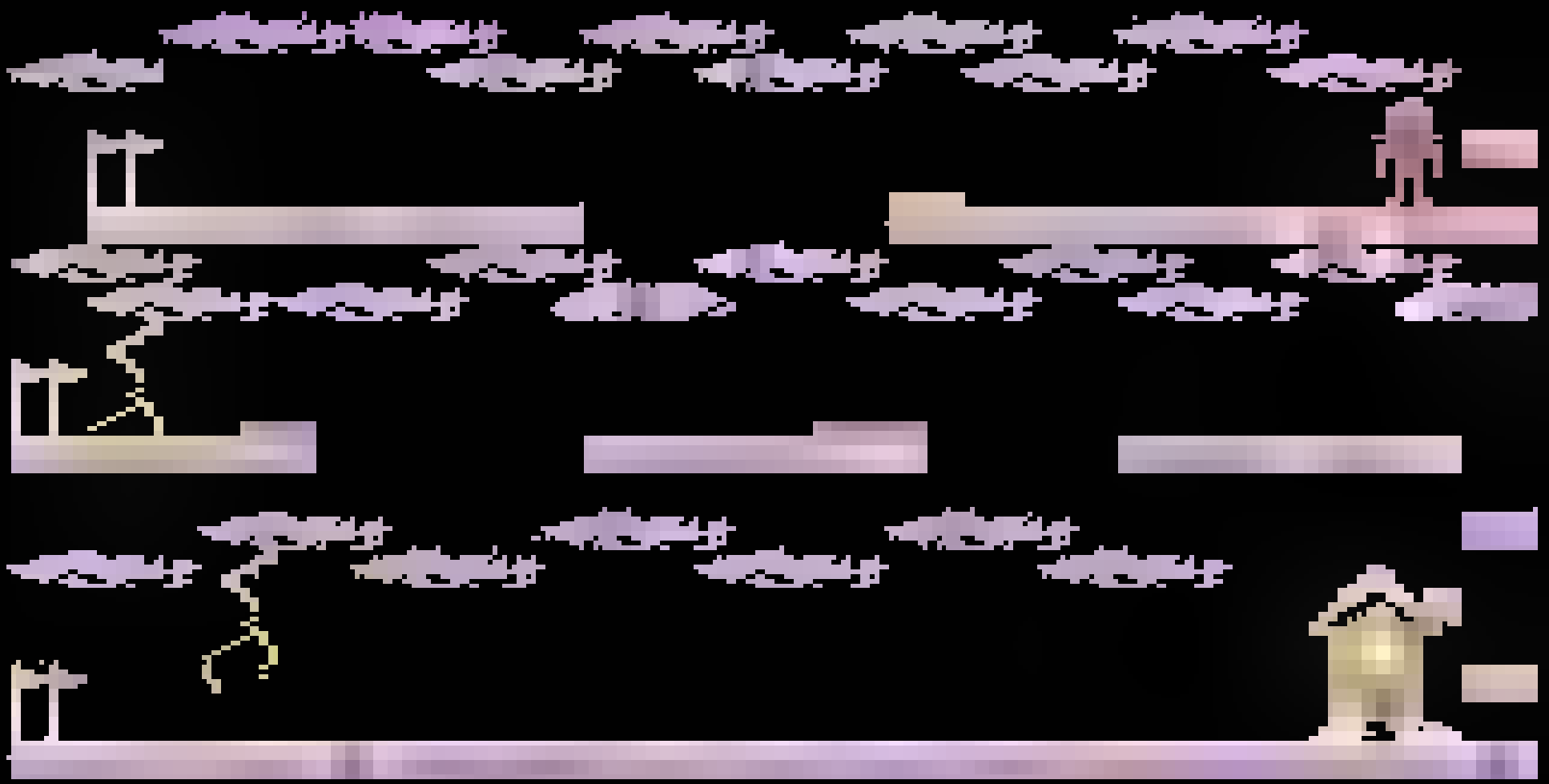


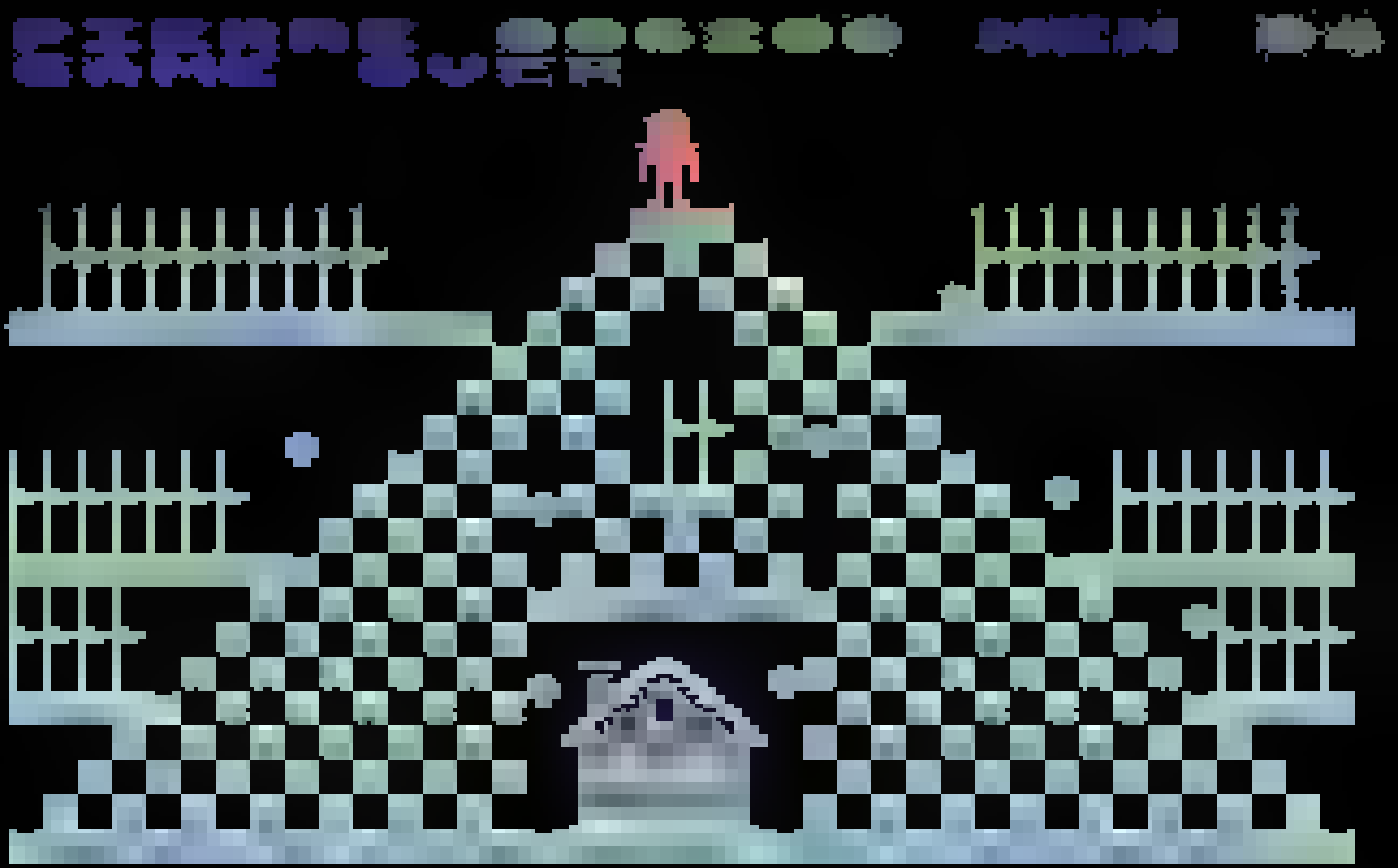






PIERRE [illegible] MEN [illegible]
GAME OVER






1 PLAYER GAME
Polar Pete™
copyright
©1984
DATAMOST


TOP 2200
TIME 74
LAP 14"36
SCORE 2200
SPEED 160 HI


TOP 14000 TIME LAP 1 0''00
75
SCORE 14000 SPEED 0 LO


TOP 19150 TIME LAP 1 29"03
44
SCORE 19150 SPEED 171 HI


TOP 0
TIME
90
LAP 0''00
SCORE 0
SPEED 0 LO
EXPHRE TO QUALIFY


TOP 0 TIME 71 LAP 16''66
SCORE 0 SPEED 181 HI
POLE POSITION (c)1984 ICS




PAWN
THE
DREAM
BUGGLES
1984

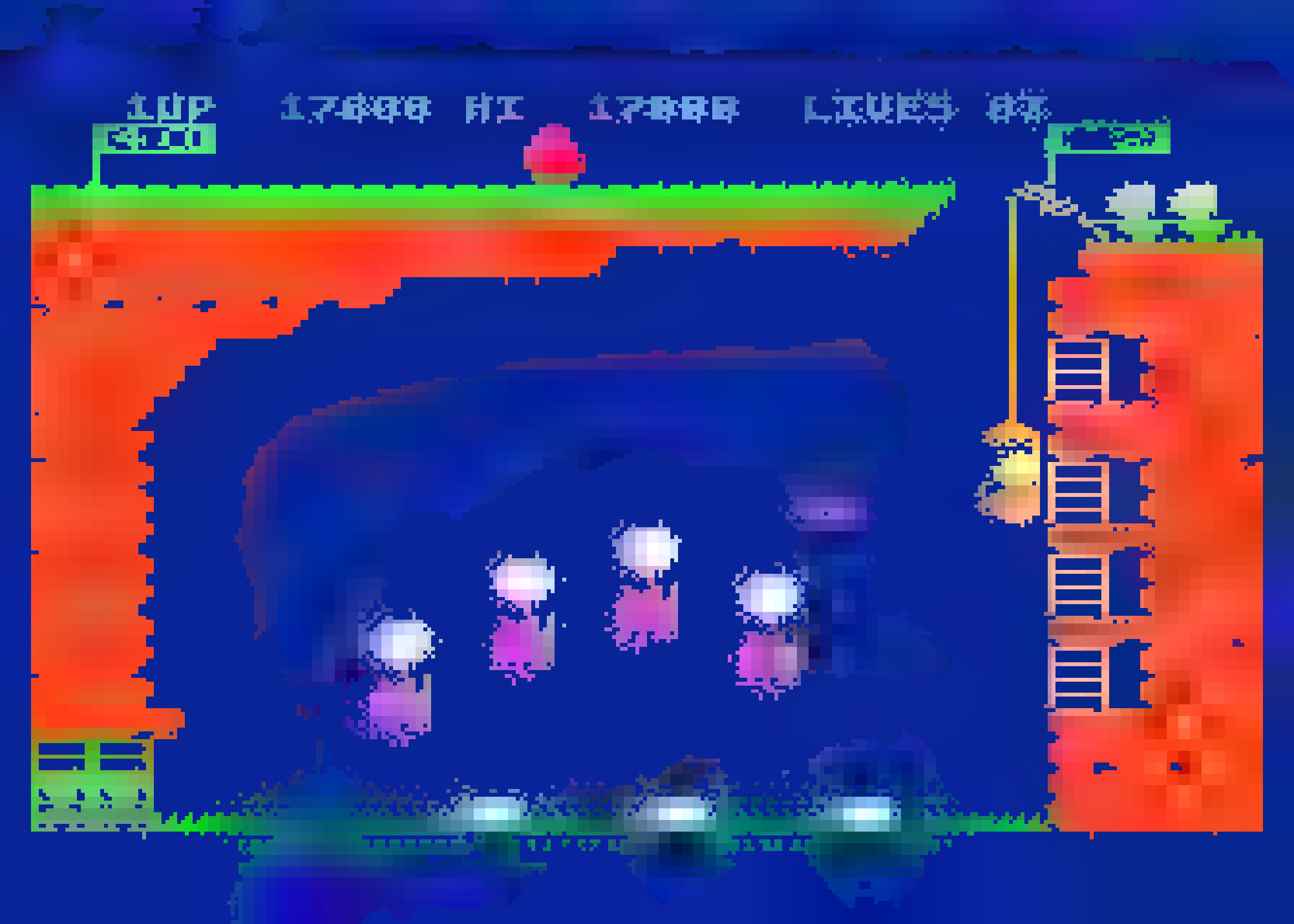




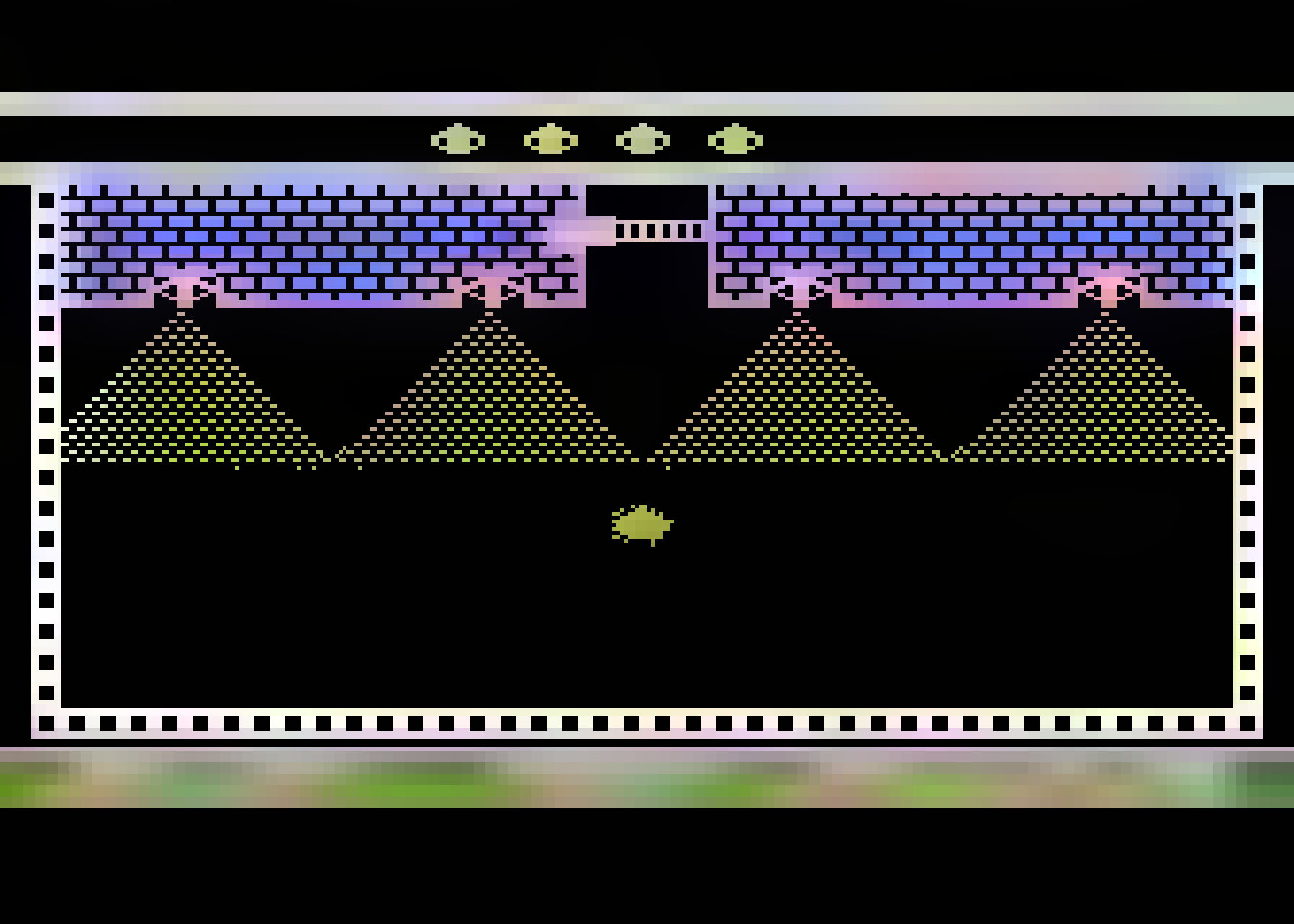
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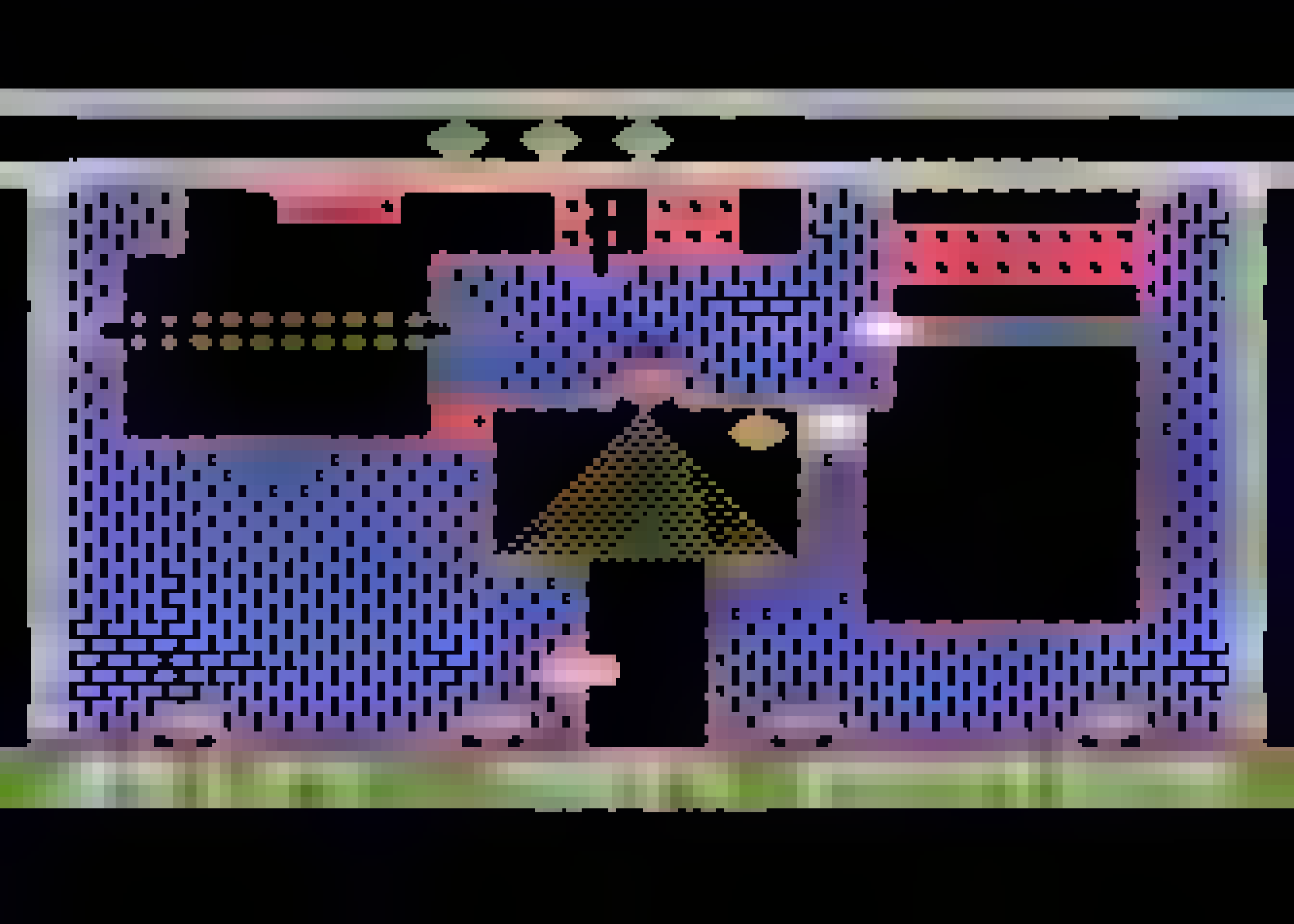
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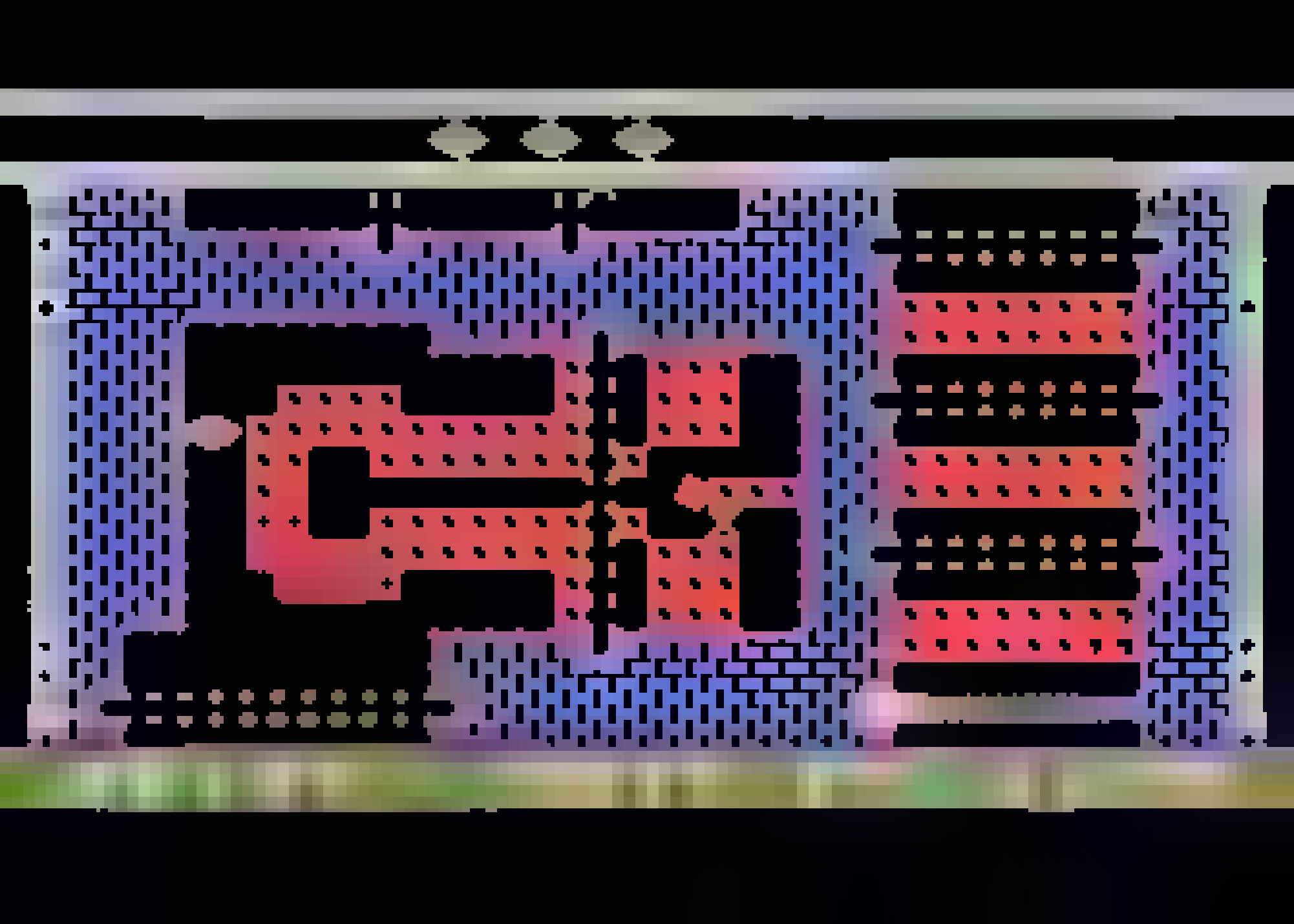




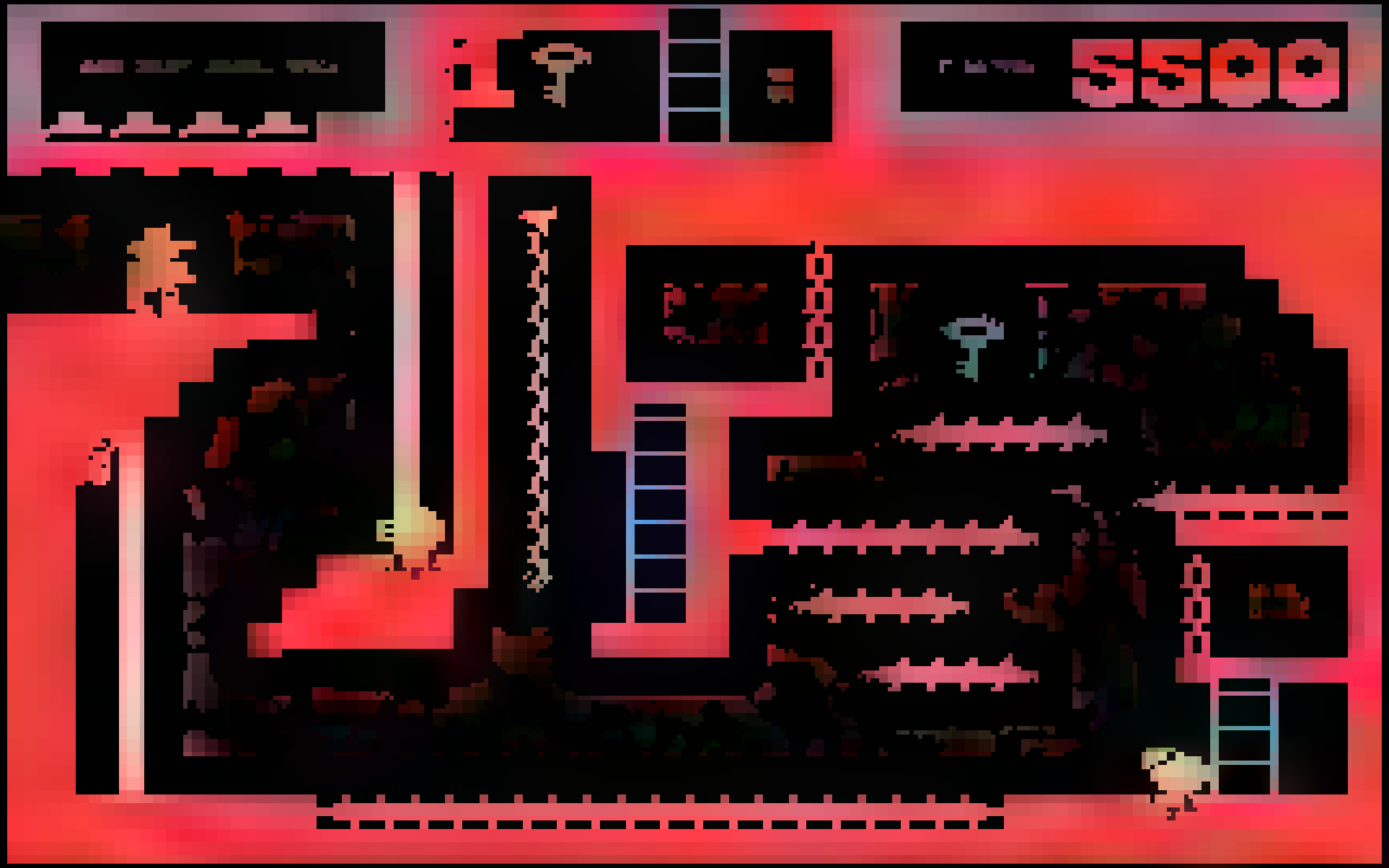

KONAMI'S
POPOPO

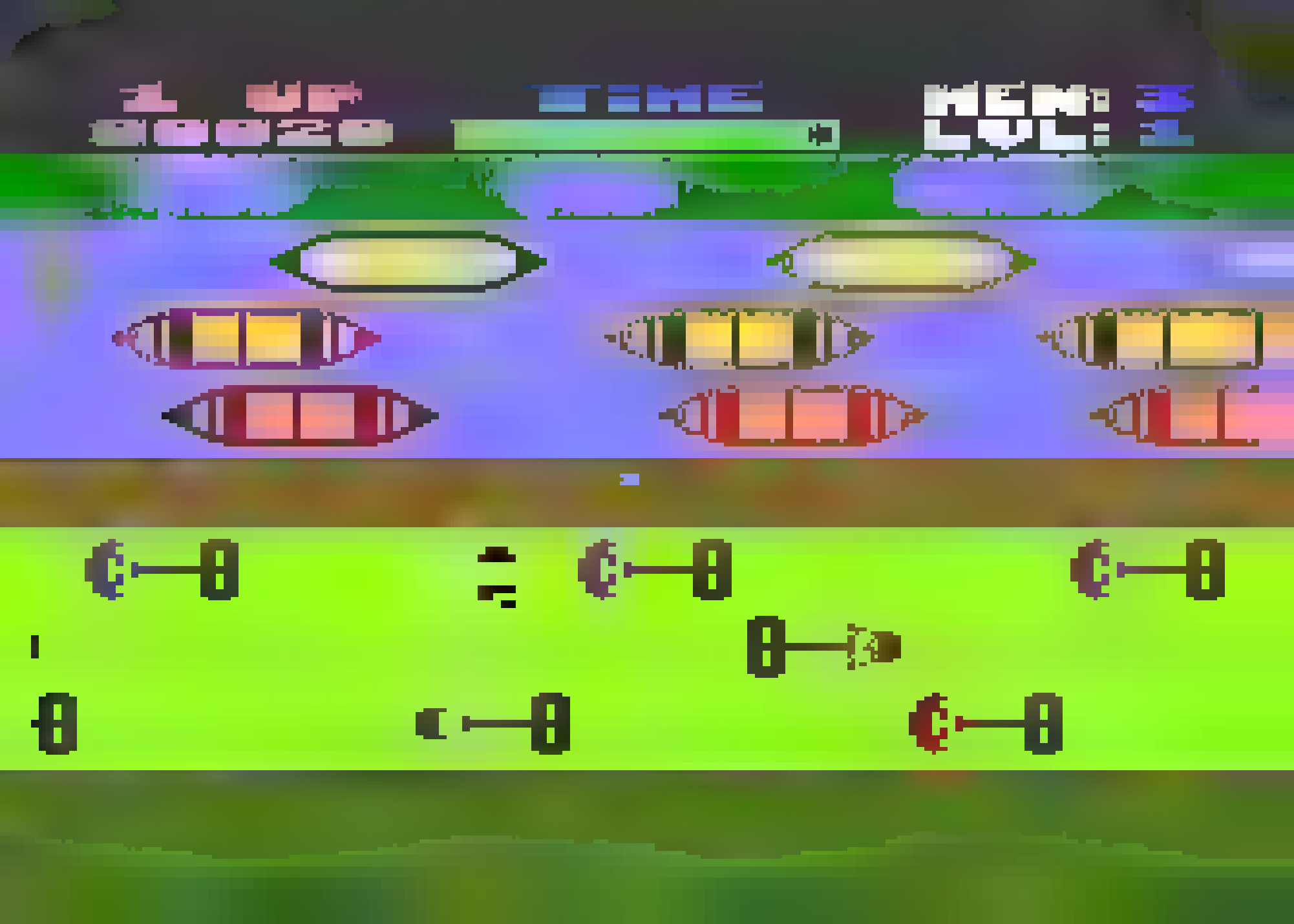


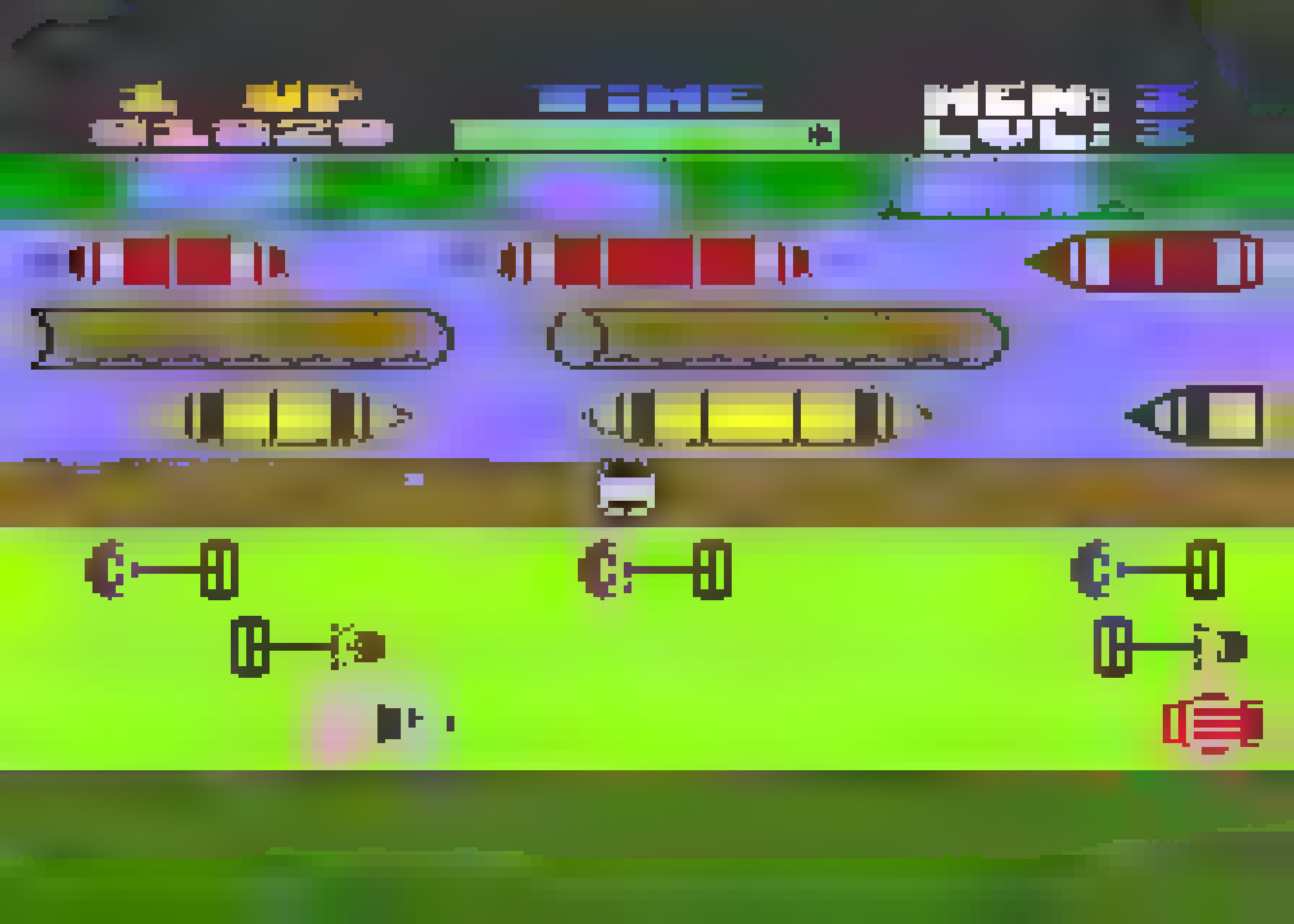


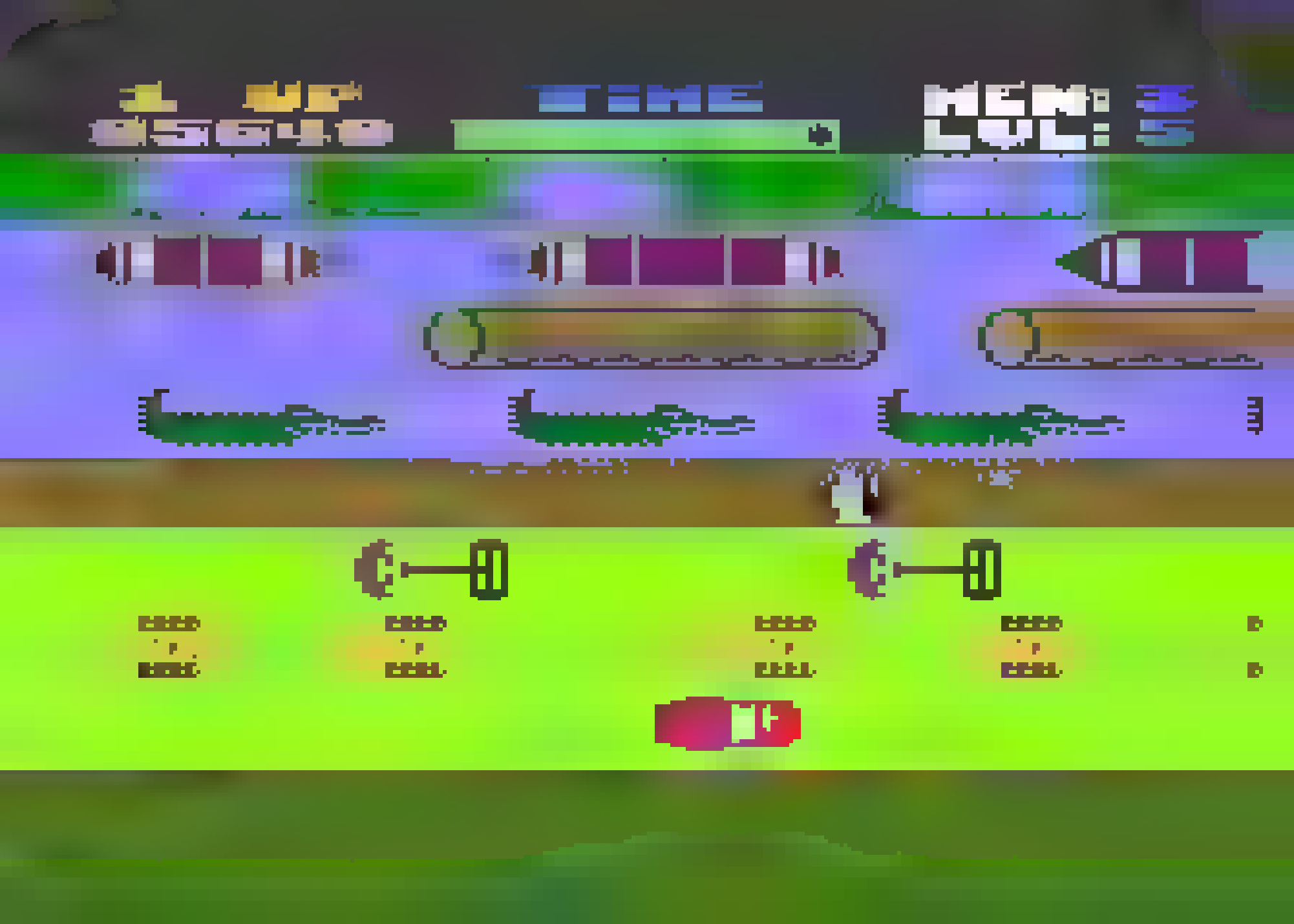



POWER


5500

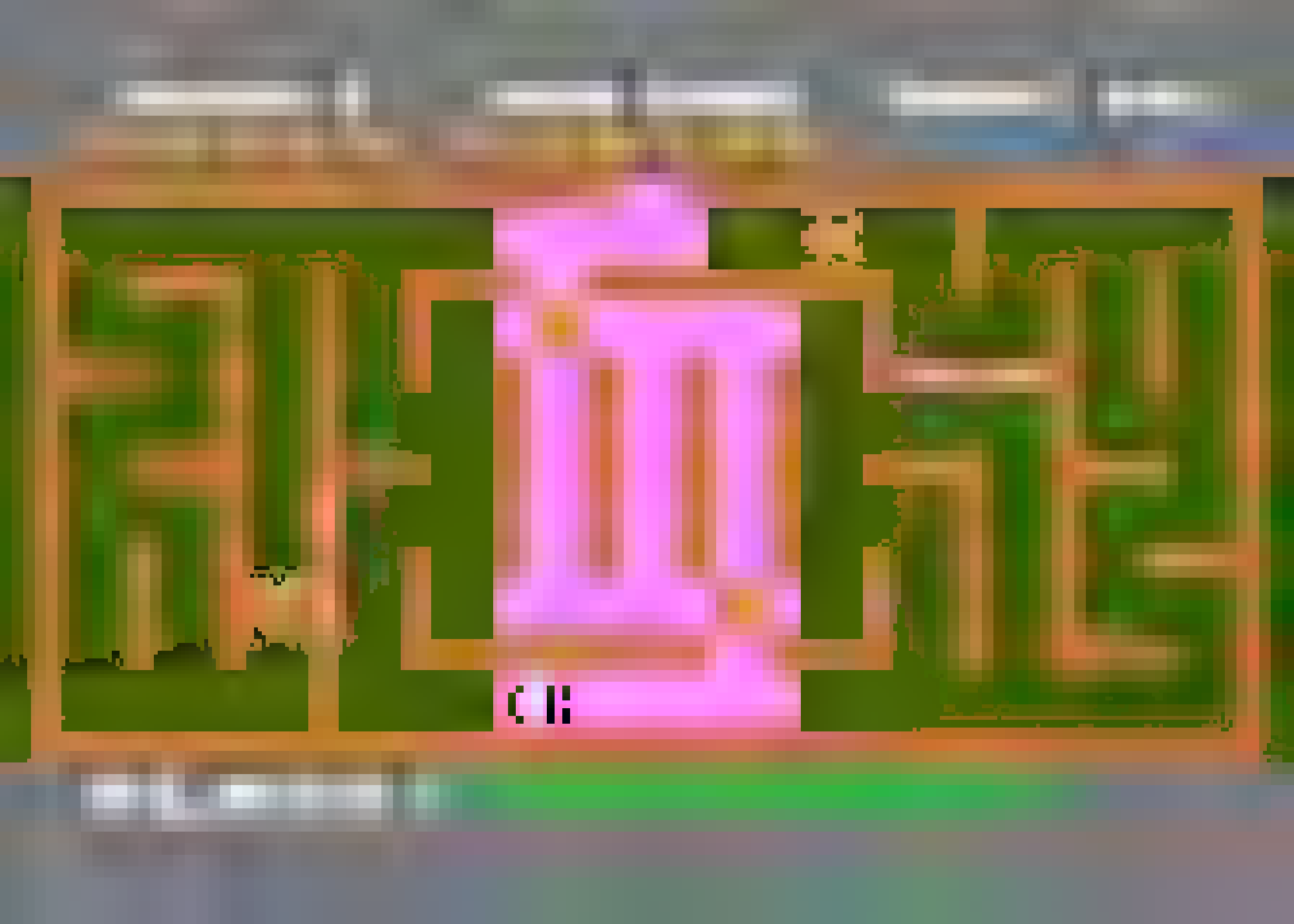

1 UP
0020
TIME
MEN: 3
LVL: 1


1UP
TIME
MEN:
LVL:


1 UP
0540
TIME
MEN: 3
LVL: 5







PEPPER

BY =

HIGH SCORE =

STICK

PLAYER

PREPPIE!

BY RUSS METHORE
FOR STAR SYSTEMS SOFTWARE, INC.

(C) 1982 by ADVENTURE INTERNATIONAL
A division of Scott Adams, Inc.
Box 3435, Longwood, FL 32750

HIGH SCORE: 00000

OPTION ONE STICK
SELECT ONE PLAYER
START BEGIN GAME


TIME 0:03:01
TIME 0:02:0
GEAR:08
GEAR:01
SPEED:
SPEED:

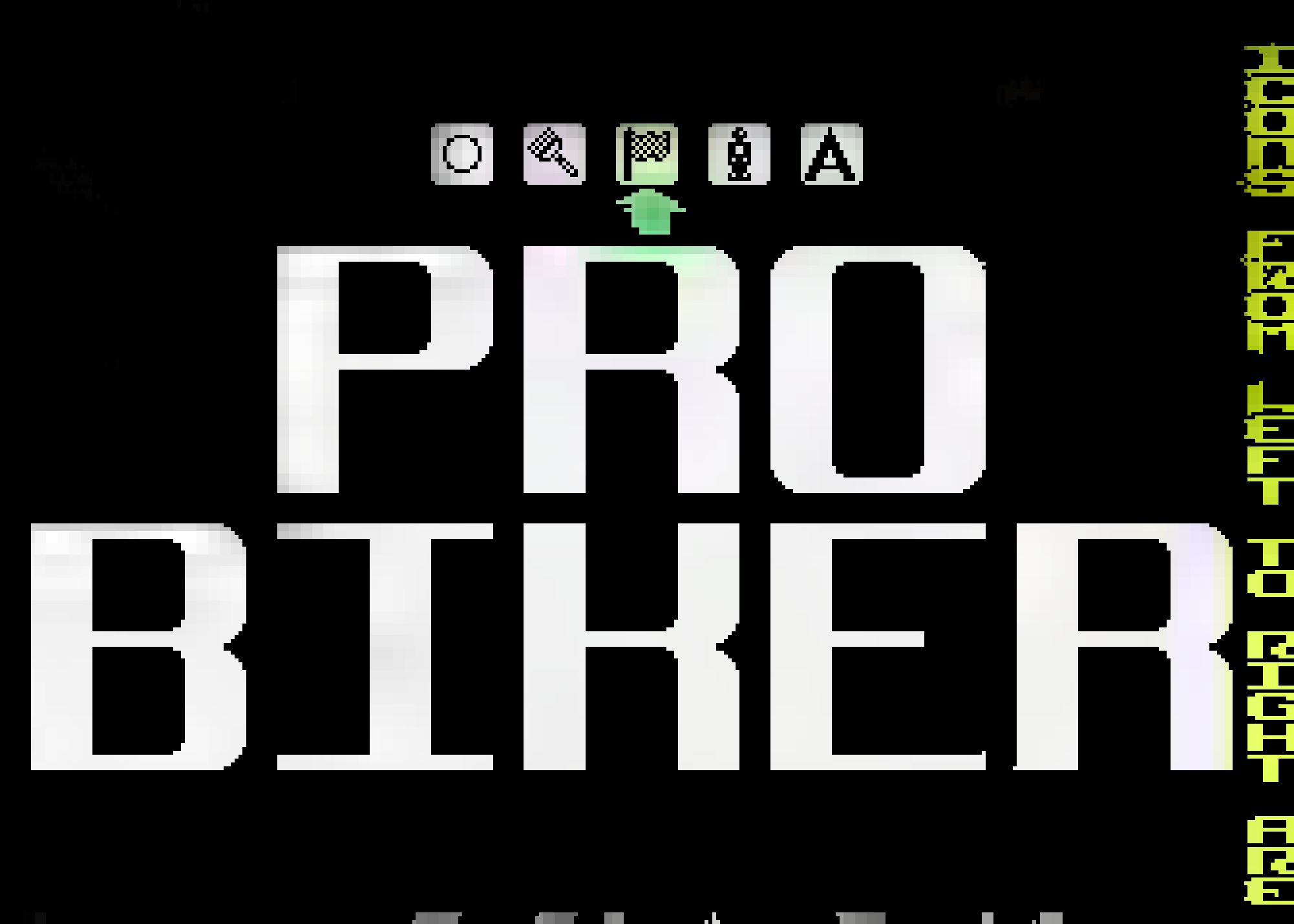
LAP 0:24:1

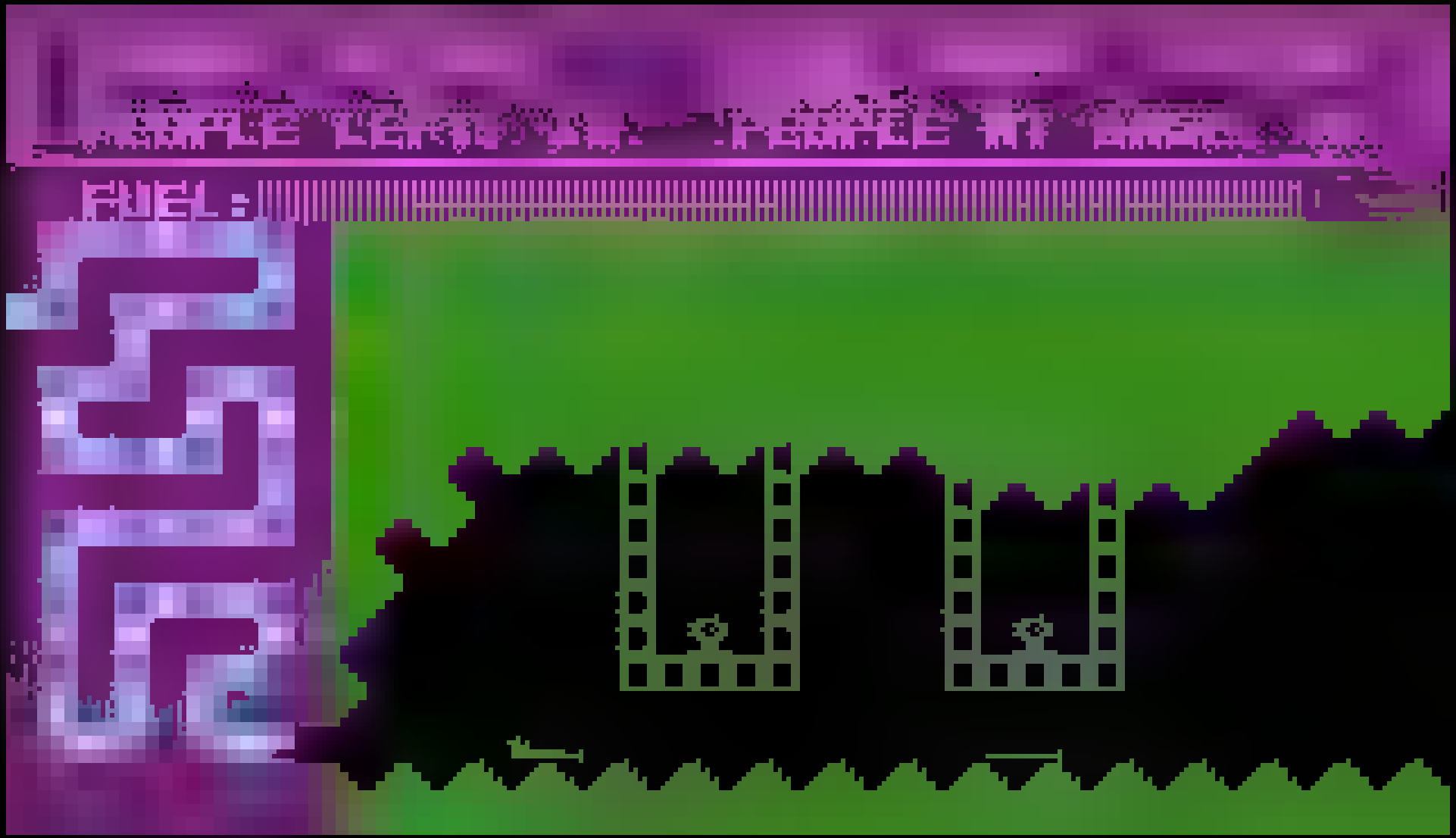
LAPS:01

SPEED:

LAPS:03

SPEED:

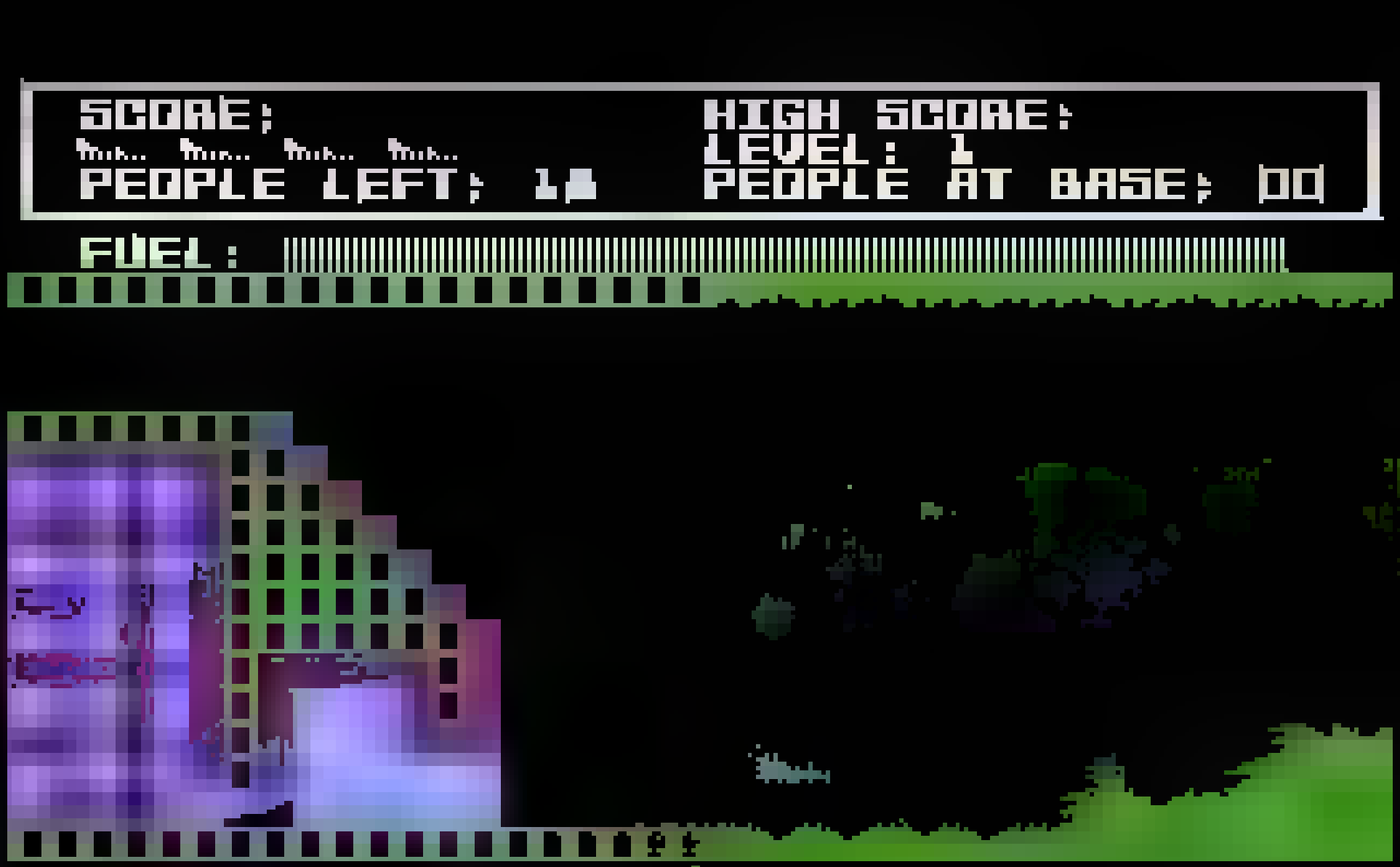

ICONS FROM LEFT TO RIGHT AR
PRO
BIKER


FUEL:



PROTECTOR




SCORE:
HIGH SCORE:
LEVEL: 1
PEOPLE LEFT: 1
PEOPLE AT BASE: 00
FUEL:

SCORE: 500 HIGH SCORE:

LEVEL: 1

PEOPLE LEFT: 10 PEOPLE AT BASE: 00

FUEL:



SCORE: 000000 HIGH SCORE:

LEVEL: 1

PEOPLE LEFT: 18 PEOPLE AT BASE: 00

PROTECTOR II

 = LAUNCHER - 500 PTS.

 = LASER BASE - 200 PTS.

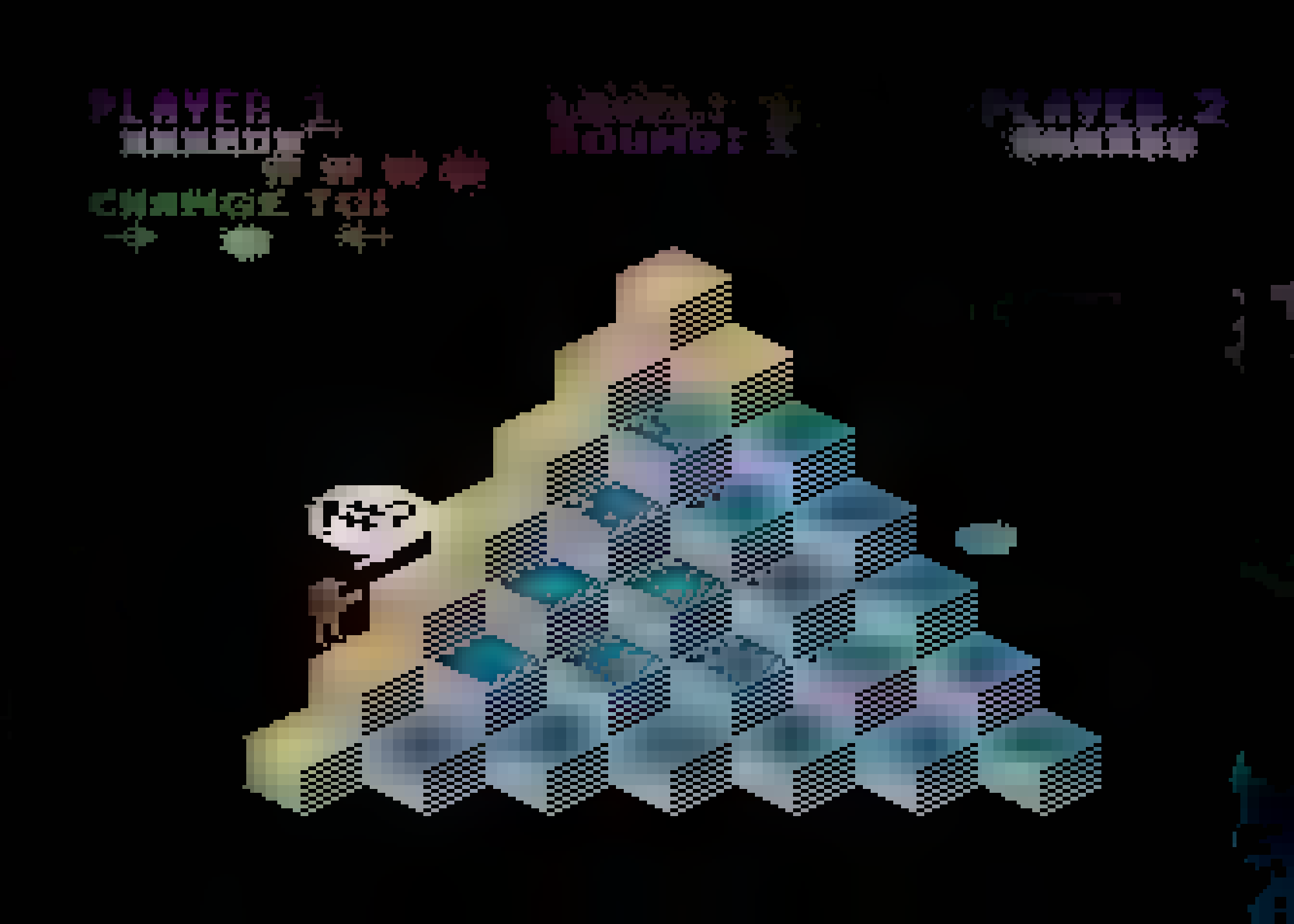
 = PULSE TRACKER - 100 PTS.

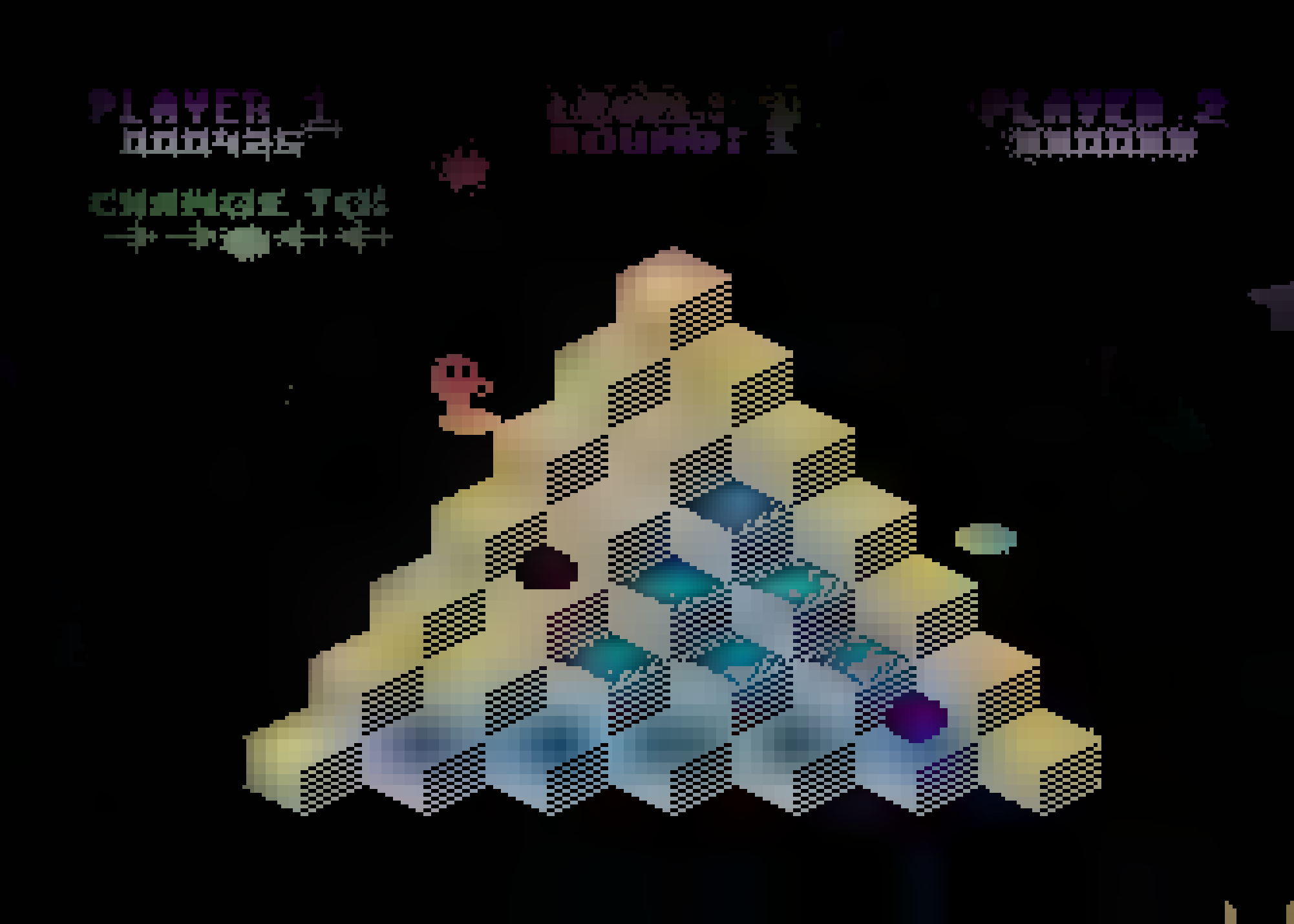
 = CHOMPER - 50 PTS.

 = METEOR - 10 PTS.

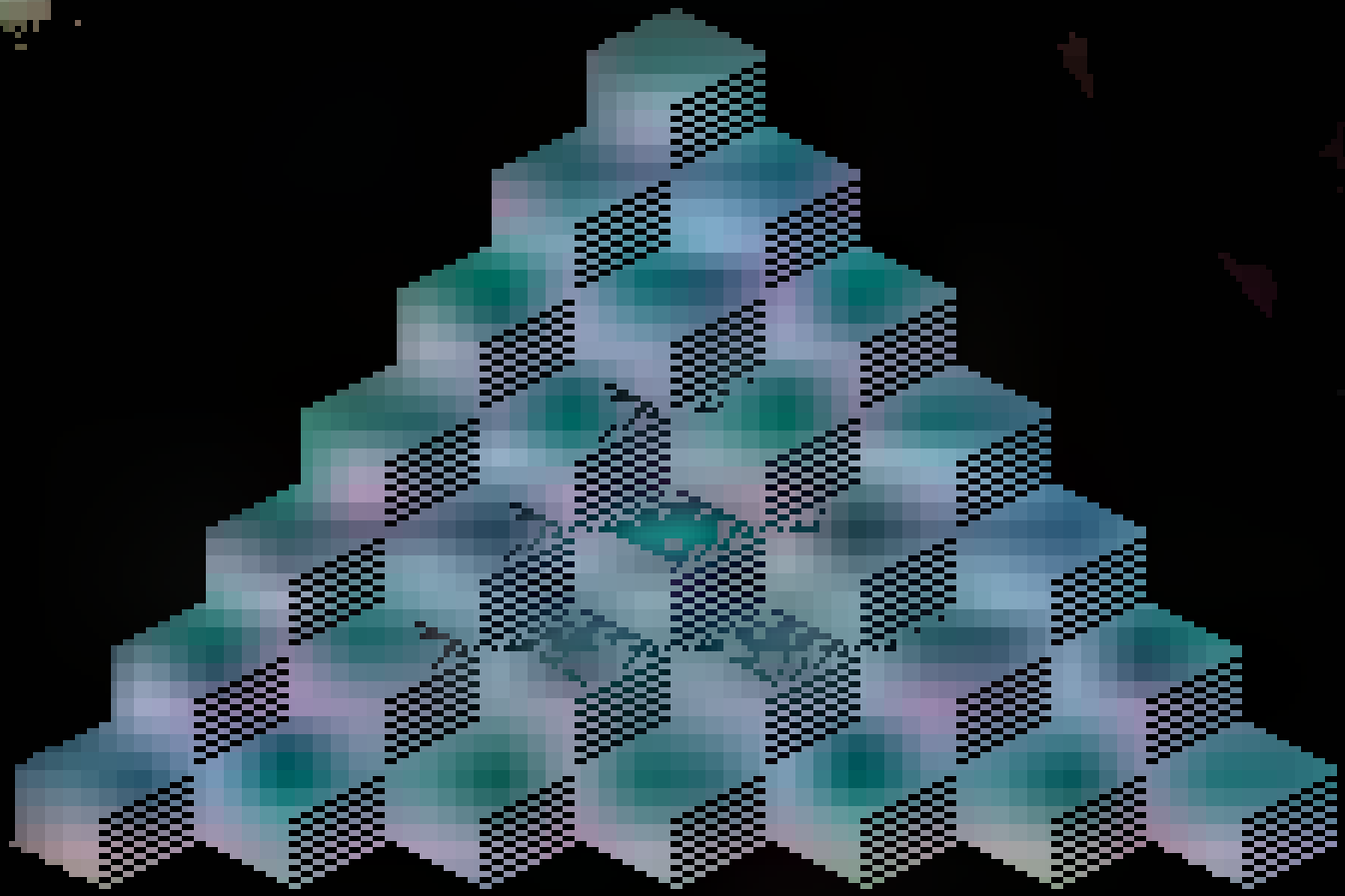
EXTRA SHIP EVERY 10,000 POINTS

PROTECTOR II


PLAYER 1
CHANGE TO:
ROUND: 1
PLAYER 2


PLAYER 1
CHANGE TO:
ROUND: 1
PLAYER 2

PLAYER 1



SELECT OR START GAME

PLAYER 1 HIGH SCORE

00002819 00000000

AREA COVERED 18%

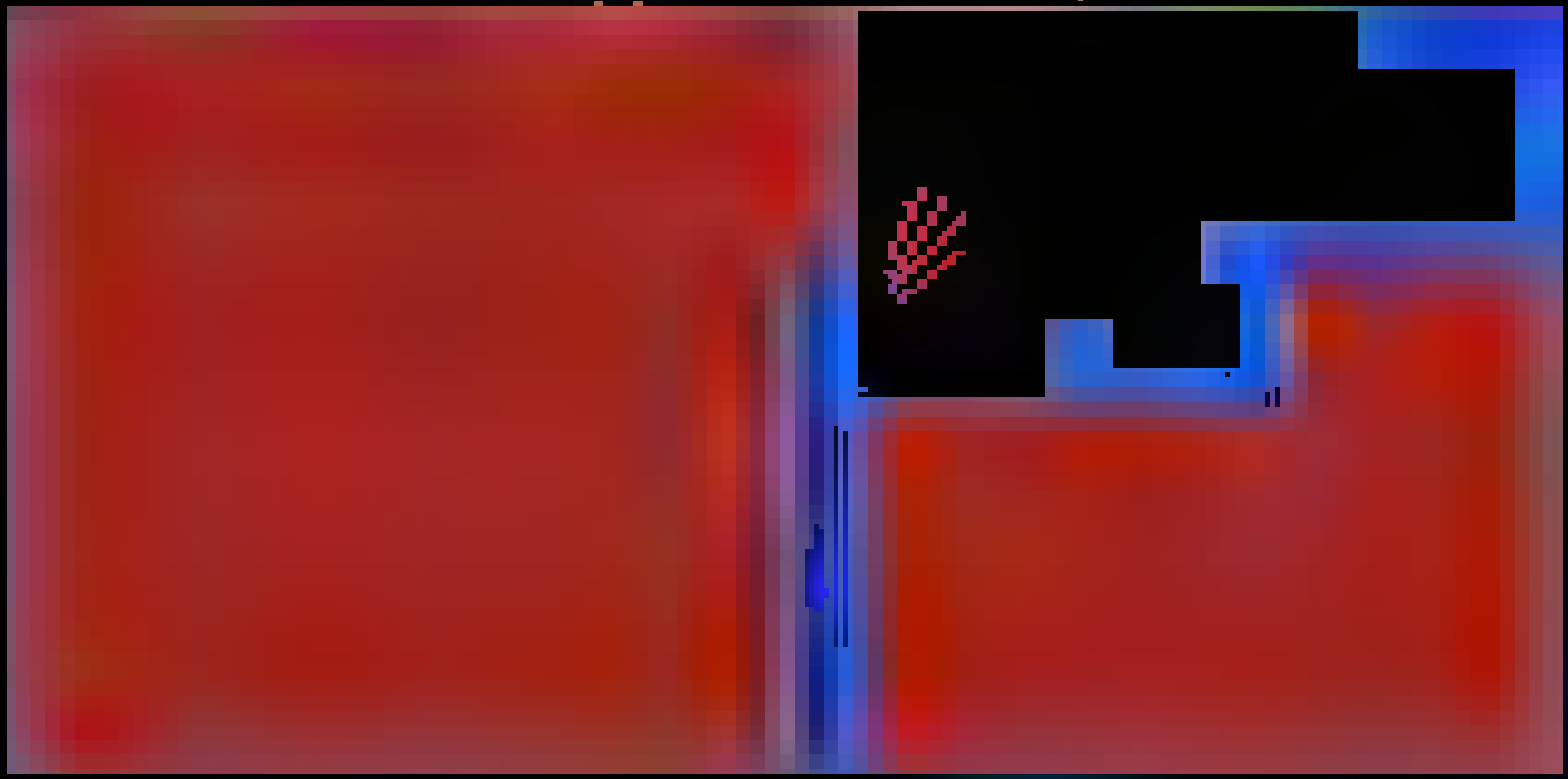
THRESHOLD 75%



PLAYER 1 HIGH SCORE
0032279 0000000

AREA COVERED

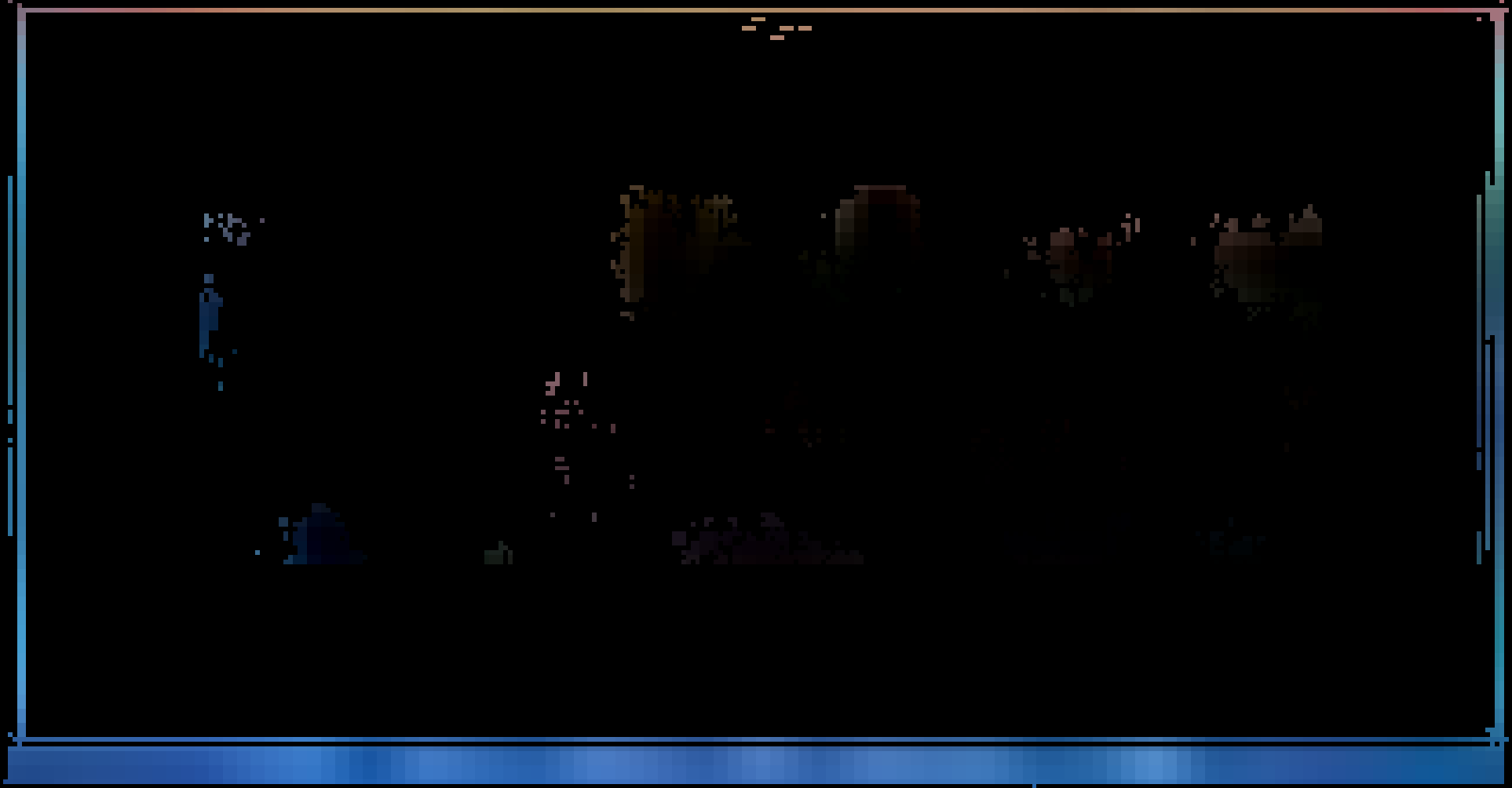
2 THRESHOLD



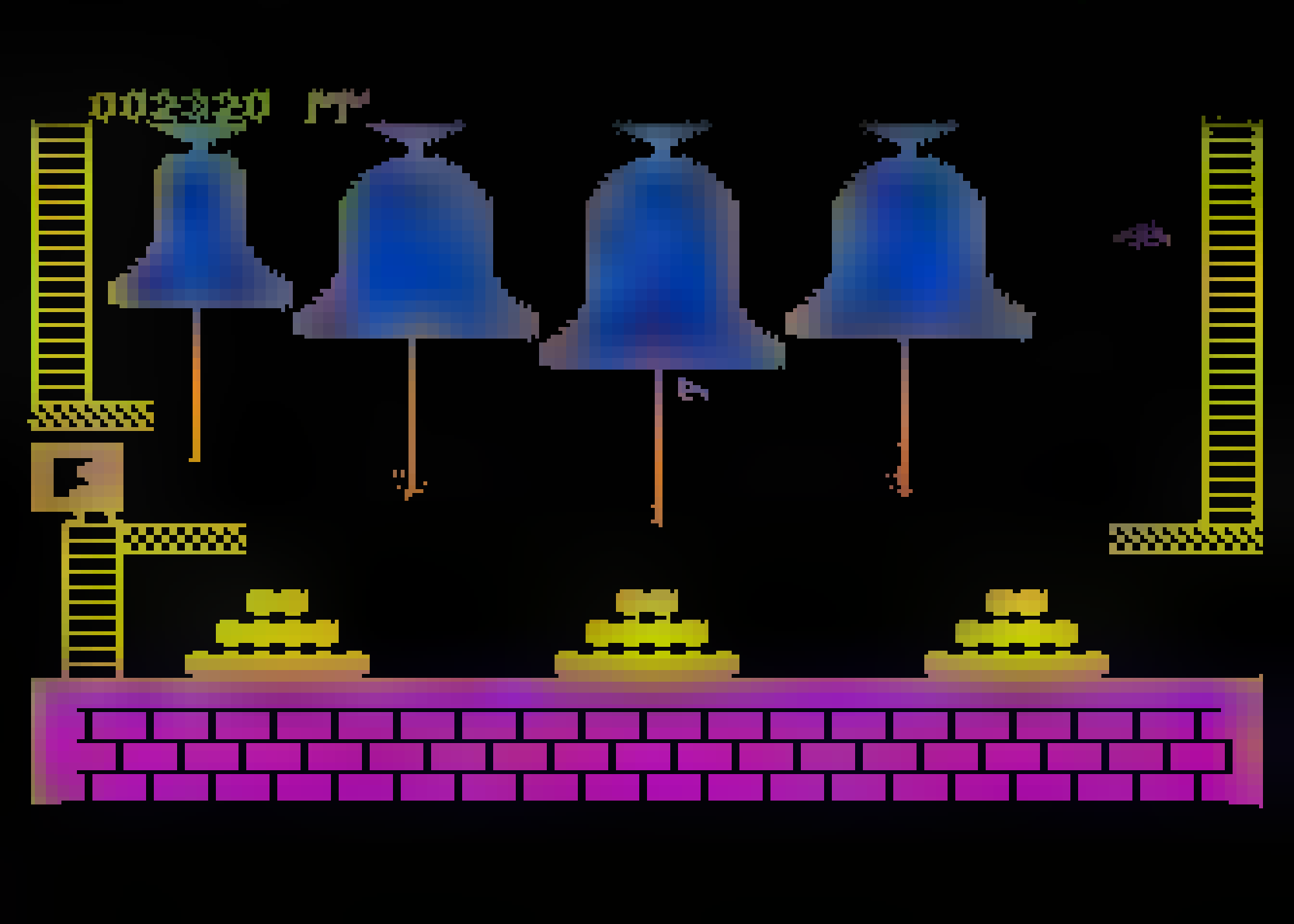



QIX
ATARI

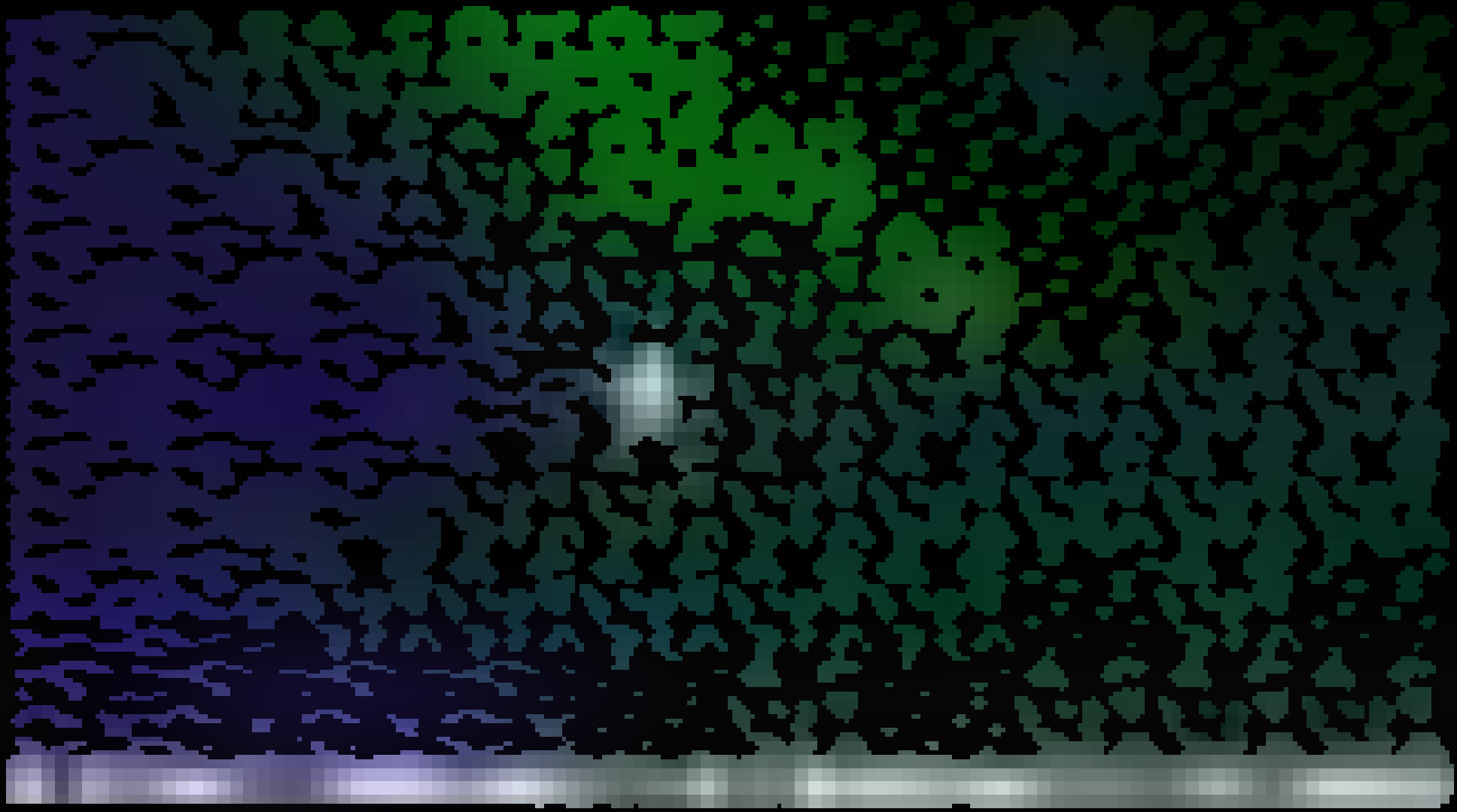
PLAYER 1 HIGH SCORE
00000000 00000000
AREA COVERED ***%
THRESHOLD ***% 48



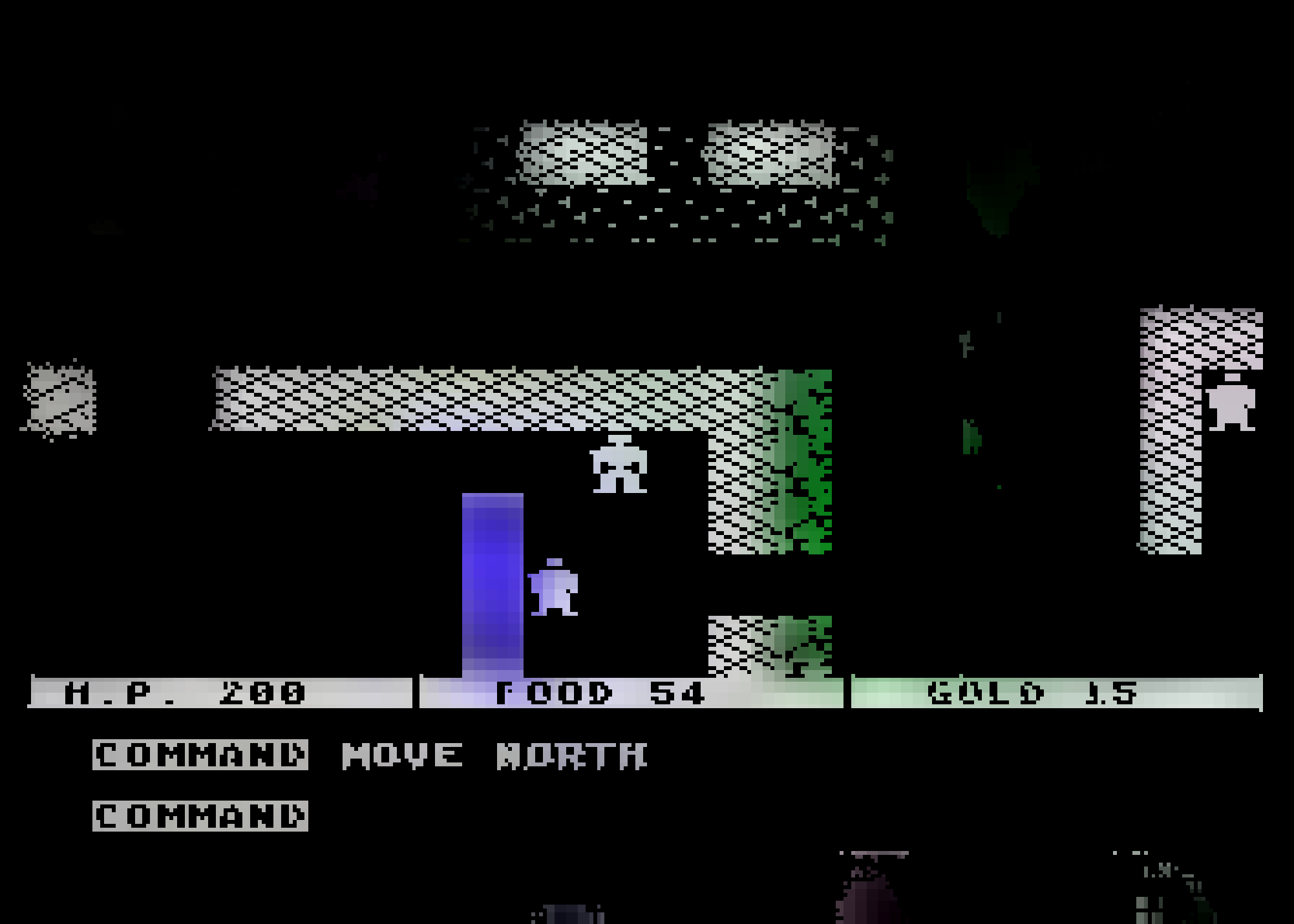



002320


QUASIMODO
STARRING: "QUASIMODO"
BY JON ATACK
COPYRIGHT 1983
SYNAPSE SOFTWARE
RHONER 40-100
SOLDIER 200
JEWELS
2000
5000
4000





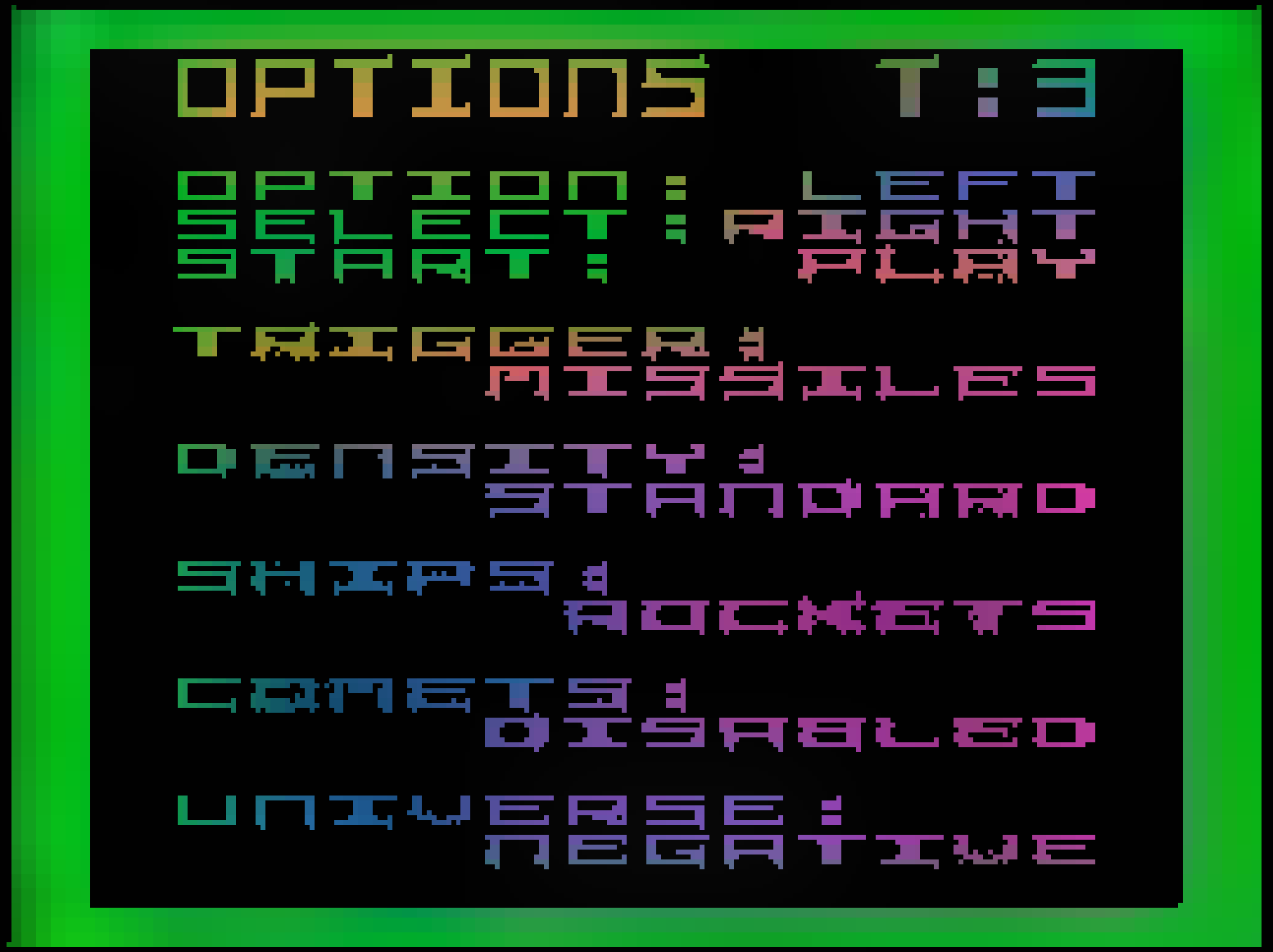


COMMAND MOVE NORTH

COMMAND


QUESTRON
Hit key to continue

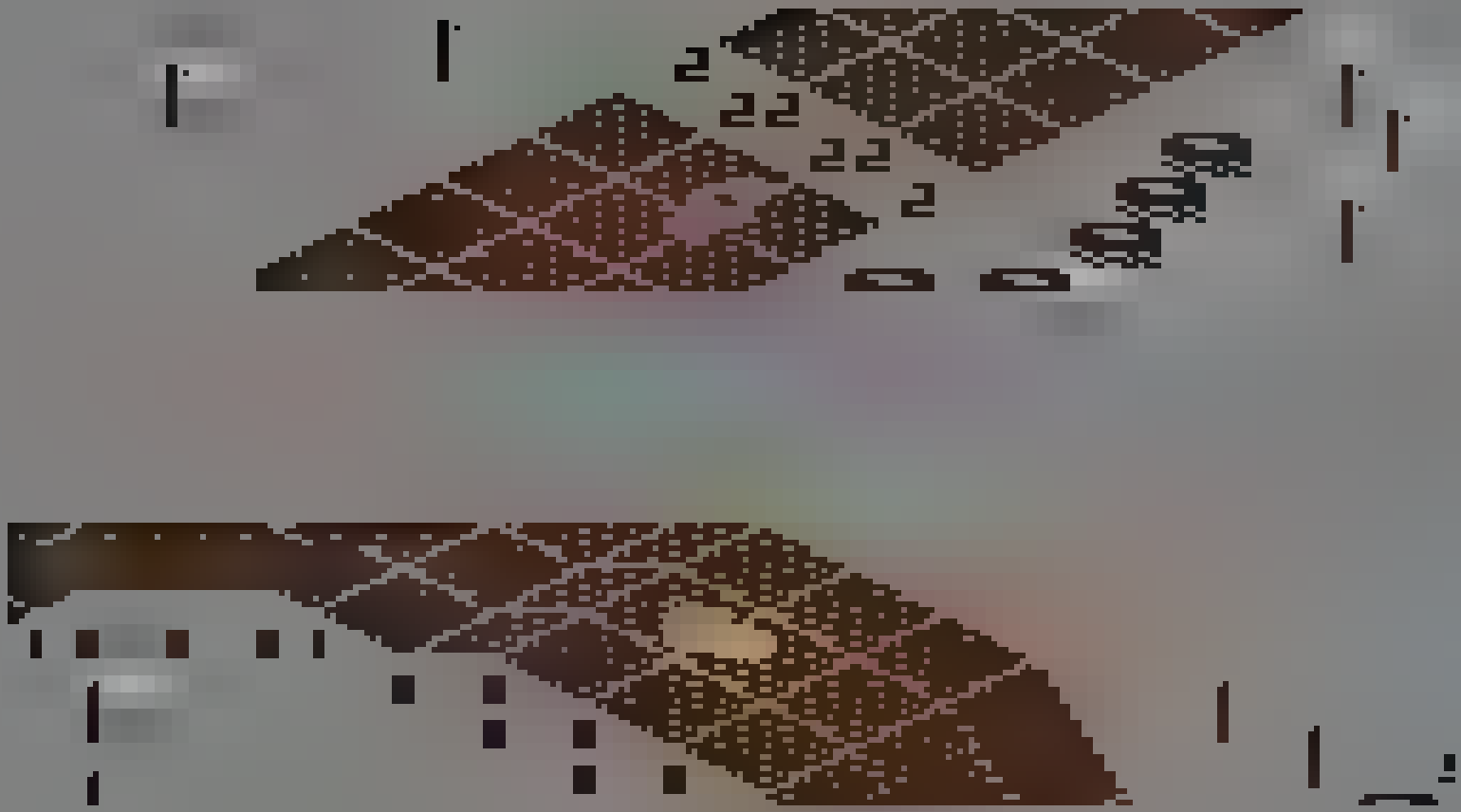
00
7:54_4
00
CONTINUE IN ANOTHER DIMENSION
1ST!


OPTIONS T:3
OPTION: LEFT
SELECT: RIGHT
START: PLAY
TRIGGER:
MISSILES
DENSITY:
STANDARD
SHIPS:
ROCKETS
COMETS:
DISABLED
UNIVERSE:
NEGATIVE

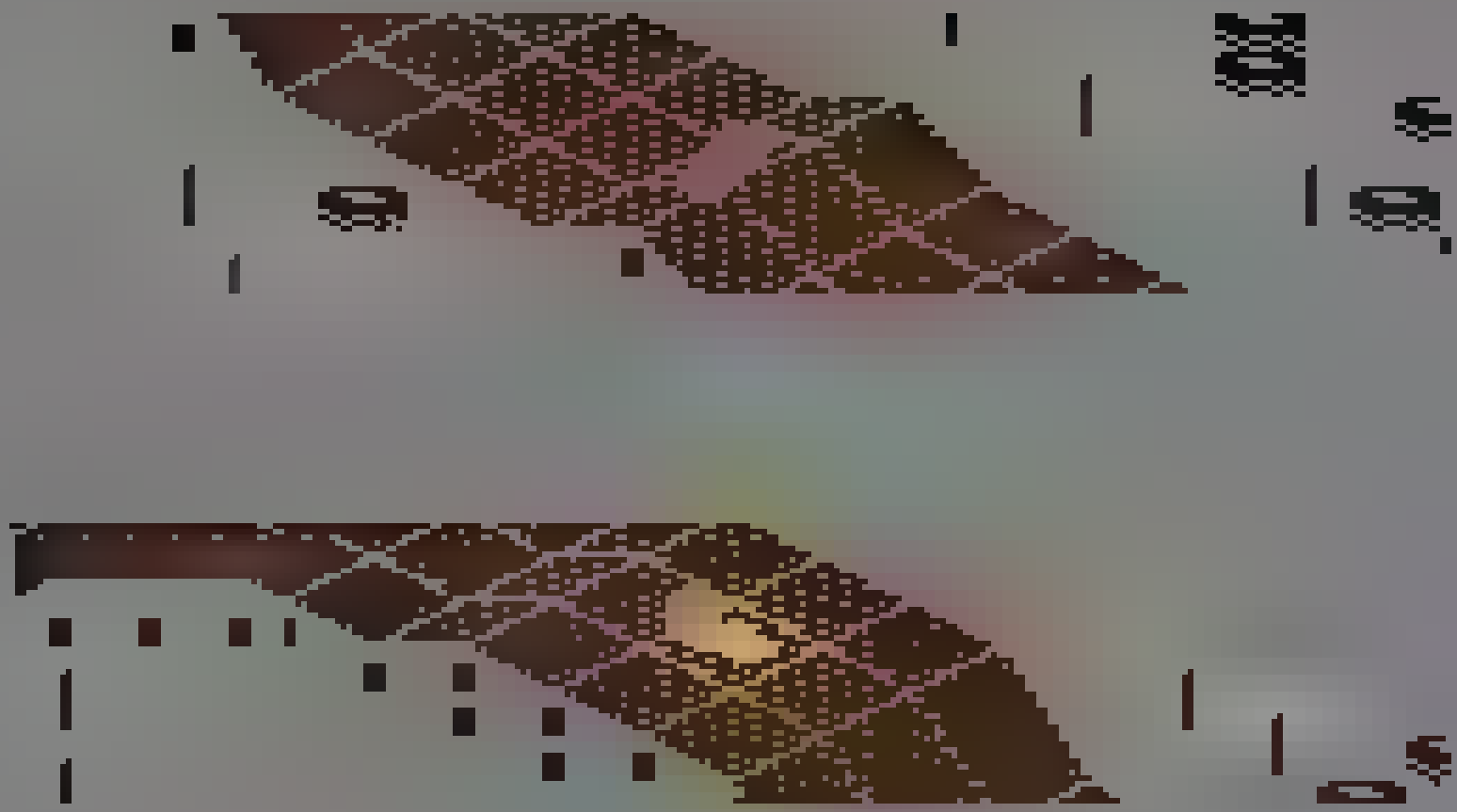
02 7:33_2 08

CONTINUE IN ANOTHER TIMELINE [Y/N]


ANALOG
SOFTWARE
PRESENTS
RACE IN SPACE
WRITTEN BY
CHARLES BACHAT
© ® 1981



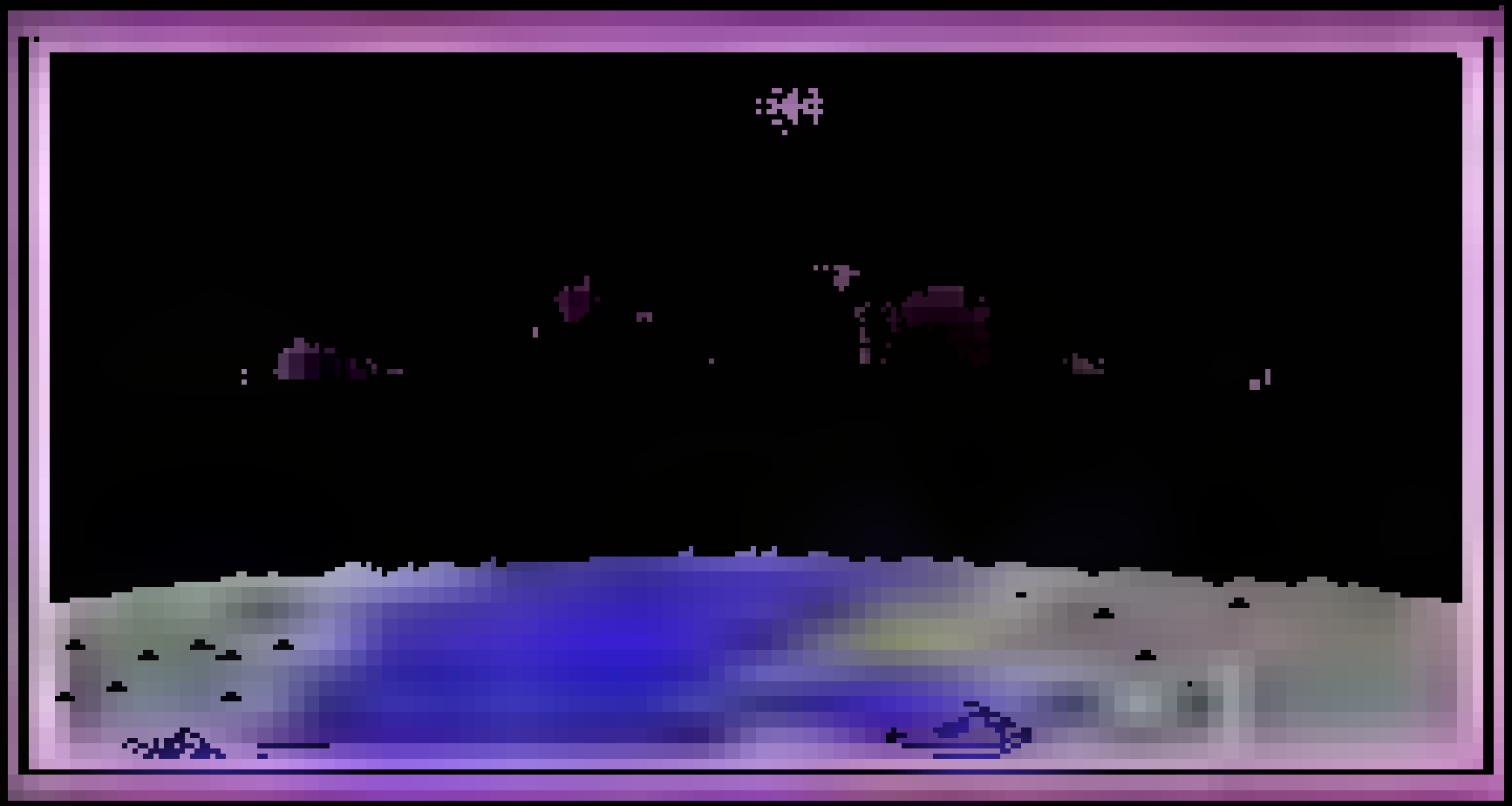




RACING DESTRUCTION SET

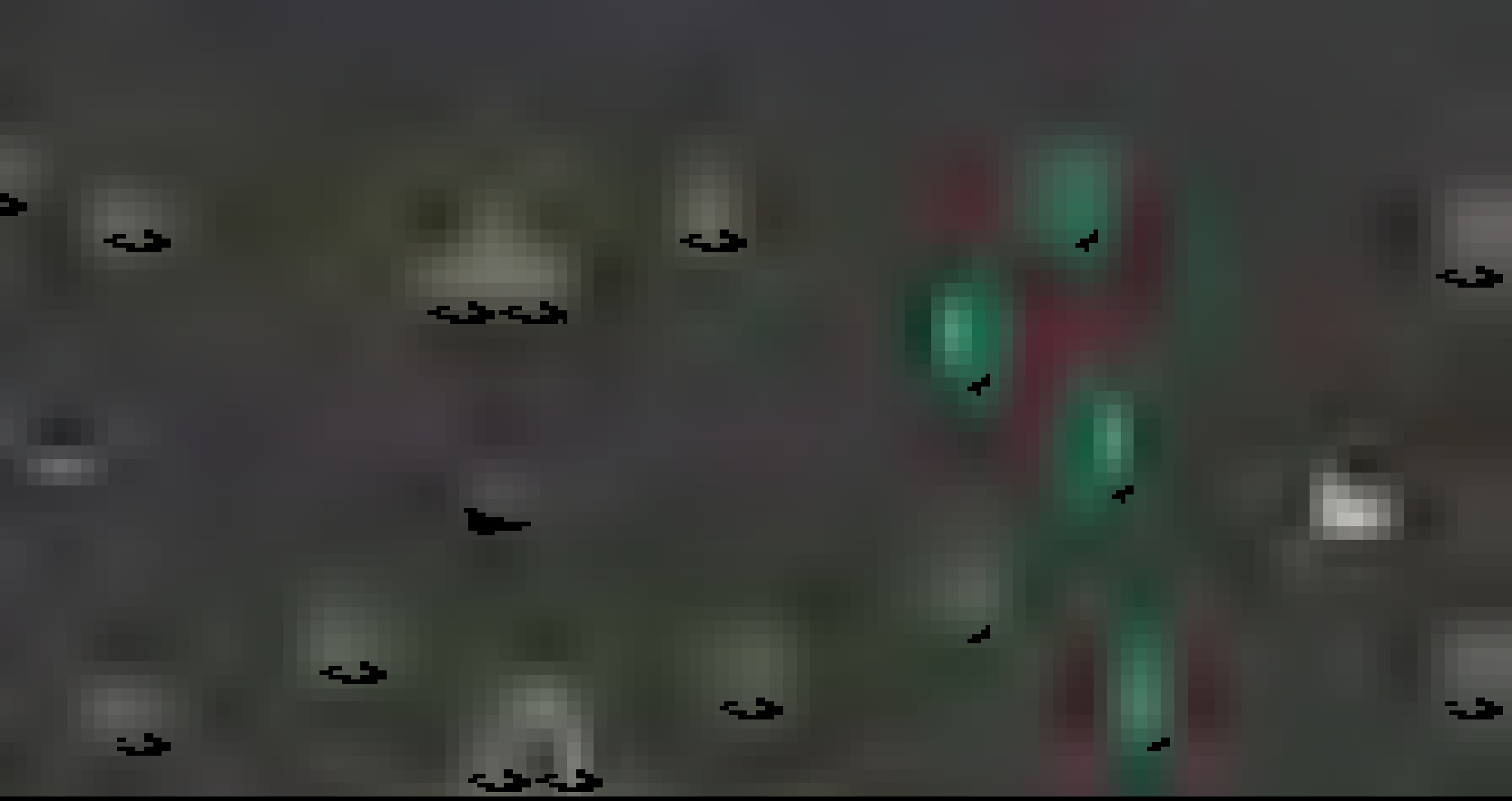


Adaptation by Interplay Productions



LAUNCH SITE: MINSK
TARGET: HOUSTON
TIME TO IMPACT: 5:51
AIRCRAFT SCORE:


VELOCITY X -07 K/H COORDINATES X -37 M
Y -15 K/H Y -17 M
VERT 00 K/H ALTITUDE 00 M
TIME TO IMPACT: 54.44
AIRCRAFT
SCORE: 0


ALTITUDE: 04
TIME TO IMPACT:
AIRCRAFT
SCORE:

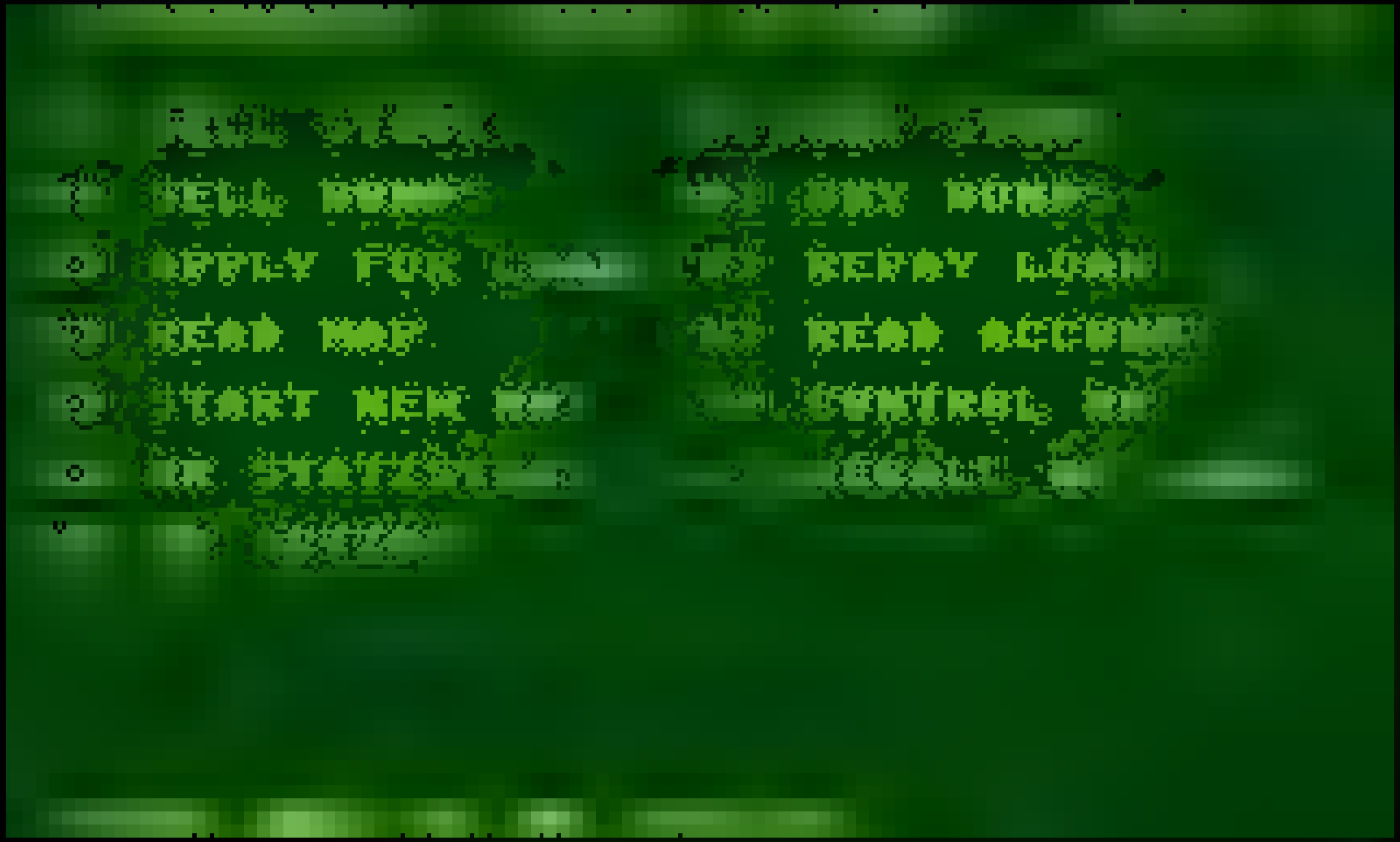


HIGH SCORE YOUR SCORE

1-BEGINNER 2-ADVANCED 3-SUICIDAL

(C) 1984 MICRO SOFTWARE INC.

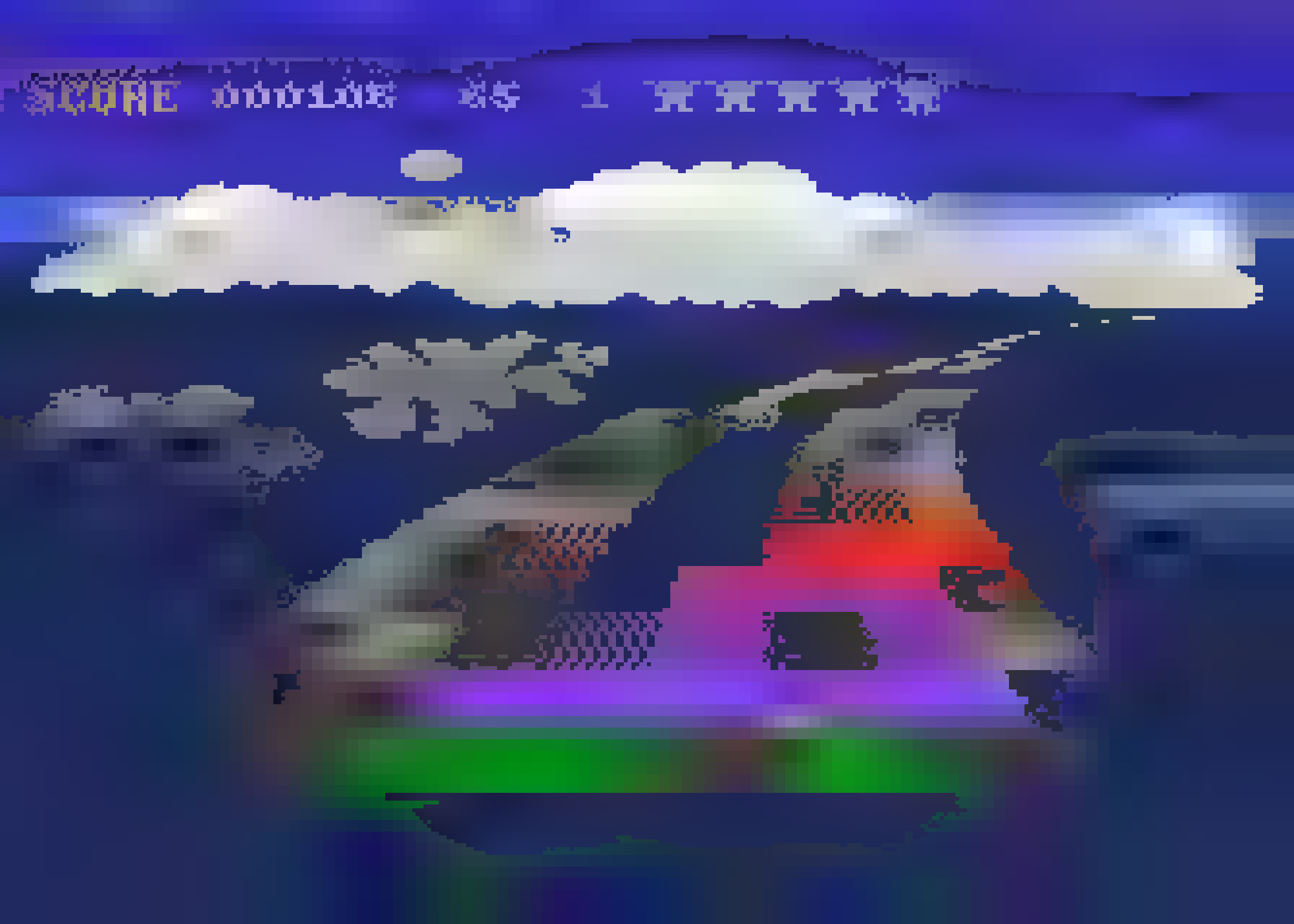

RAILS
WEST!



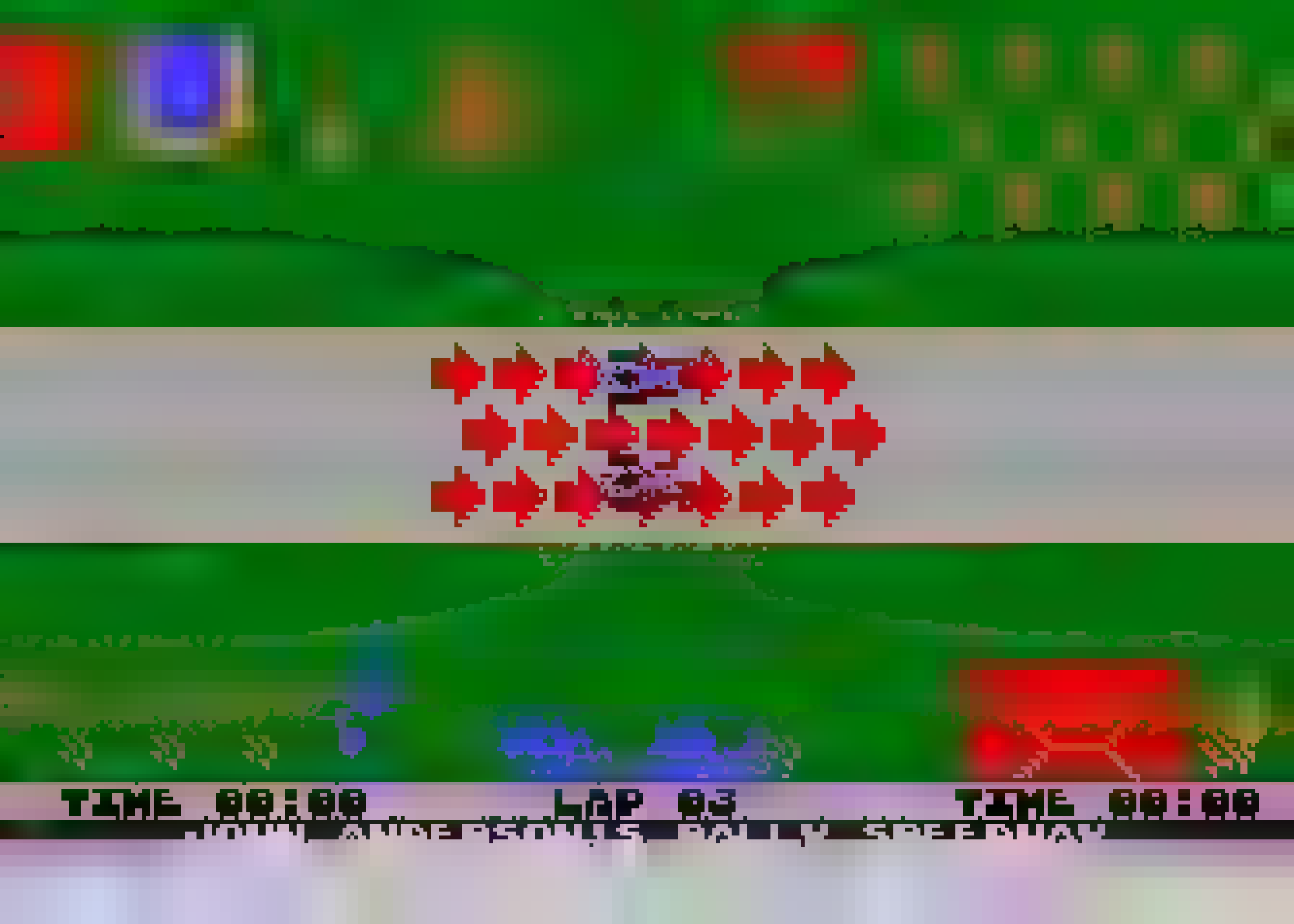

RAILS
WEST!




SCORE 000035 01 1


SCORE 000100 x5 1


PRESS START KEY TO BEGIN
RAINBOW WALKER
BY STEVE COLEMAN
SYNAPSE SOFTWARE

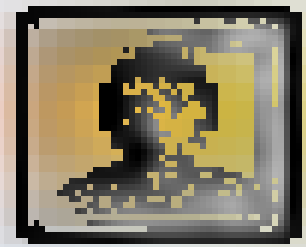

TIME 00:00
LAP 03
TIME 00:00


TIME 00:02
LAP 00
TIME 00:02


TIME 00:09
LAP 00
TIME 00:09

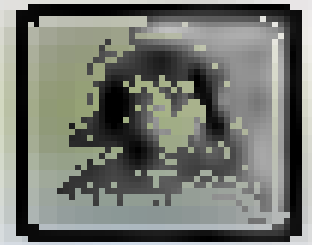


DATELIME PEORIA



PLAYER 0





PLAYER 1



PRESS FIRE TO JOIN THE ACTION


DAMAGE
DAMAGE
GAME OVER

[illegible]
GRAPHICS BY M.SMITHSON.
MUSIC BY D.DAGLISH.

RAMPAGE™

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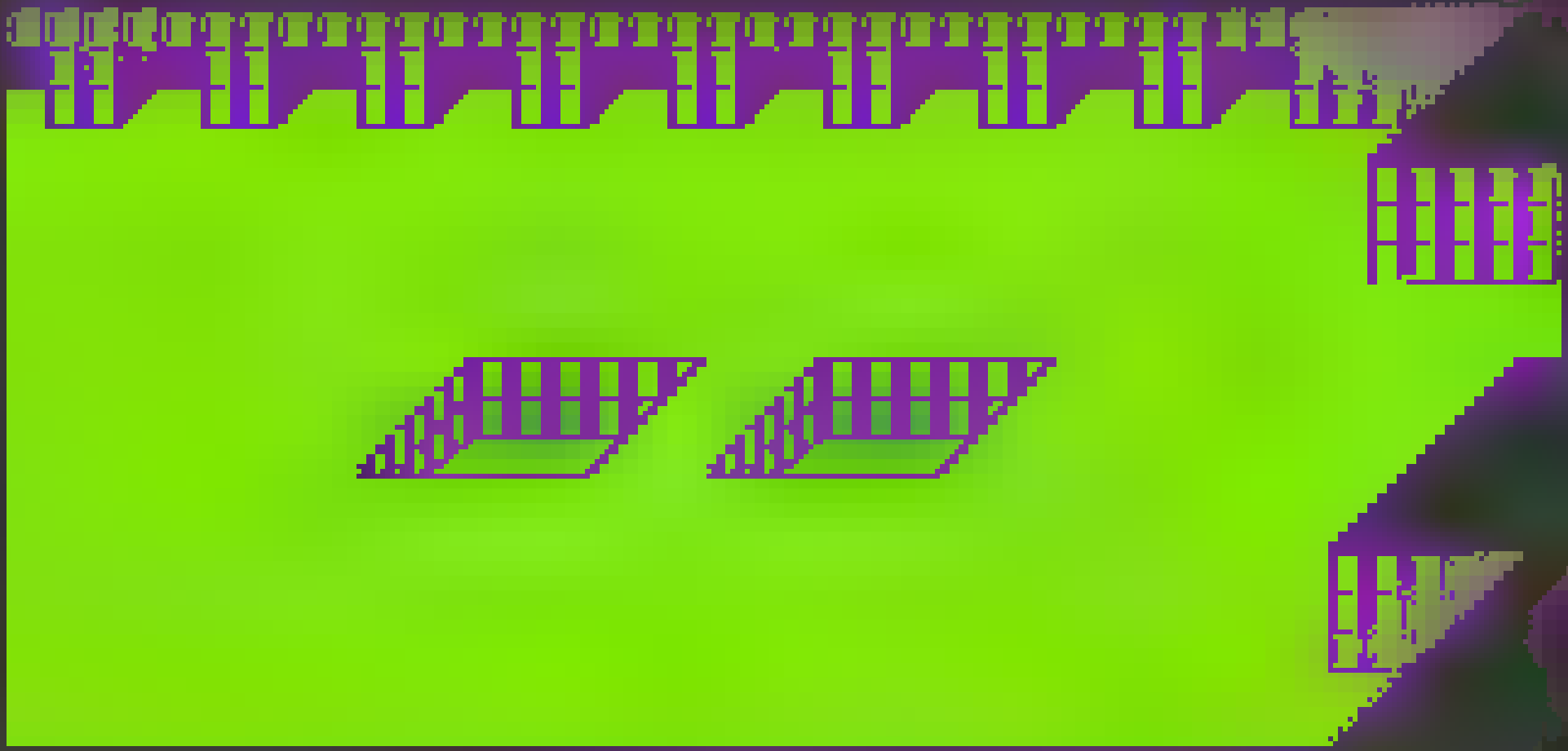
A SOFTWARE STUDIOS PRODUCTION





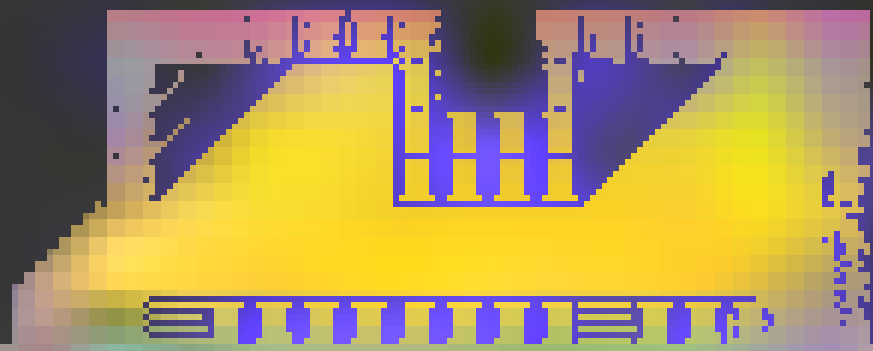



SPELLS:
HIT-POINTS
80
RATING
88
HIGH
0



SPELLS:	HIT-POINTS	RATING	HIGH
	80	162	0

REALM OF IMPOSSIBILITY

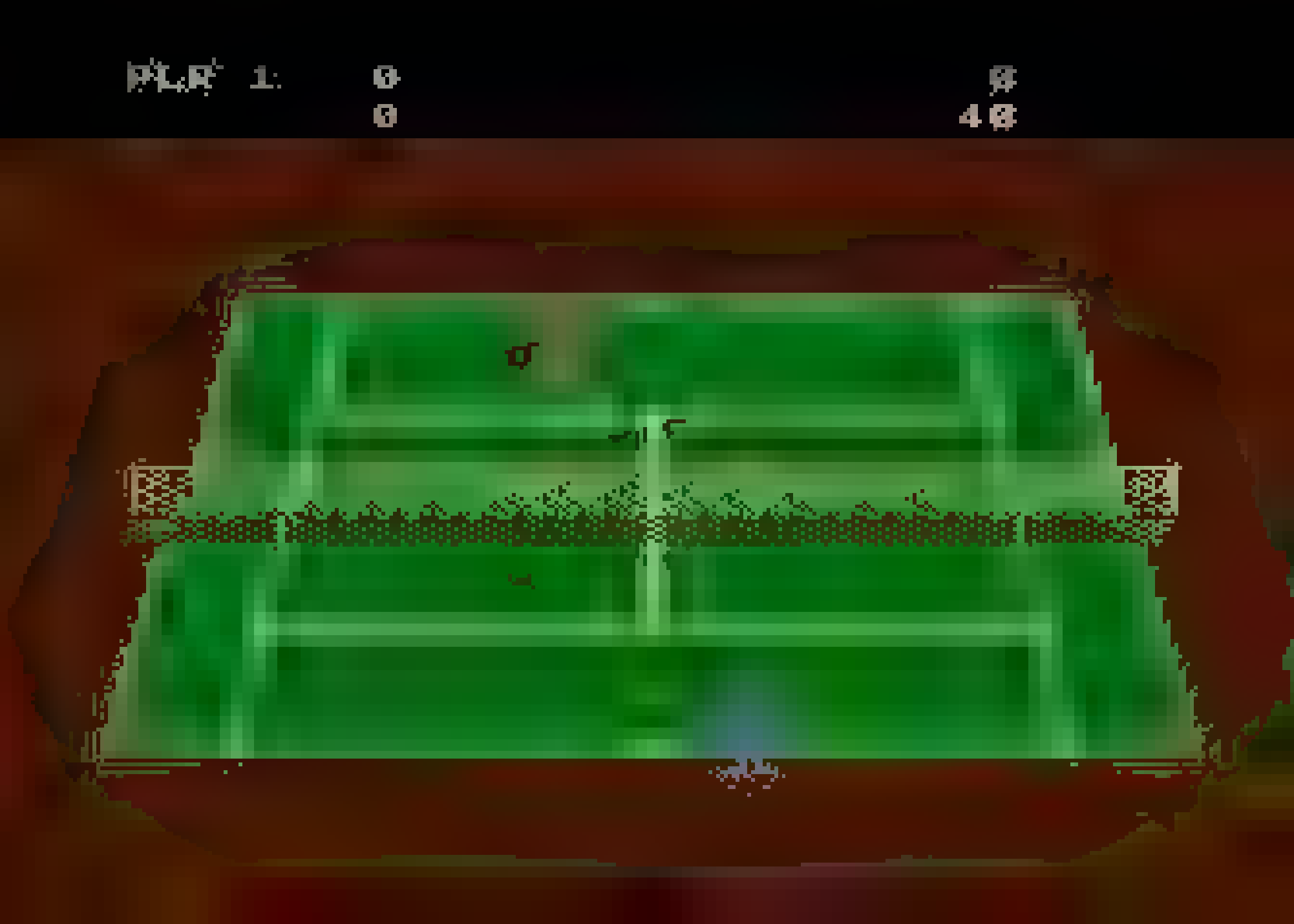


INSTRUCTIONS? SPACE-BAR

BEGIN? START

ONE PLAYER SELECT

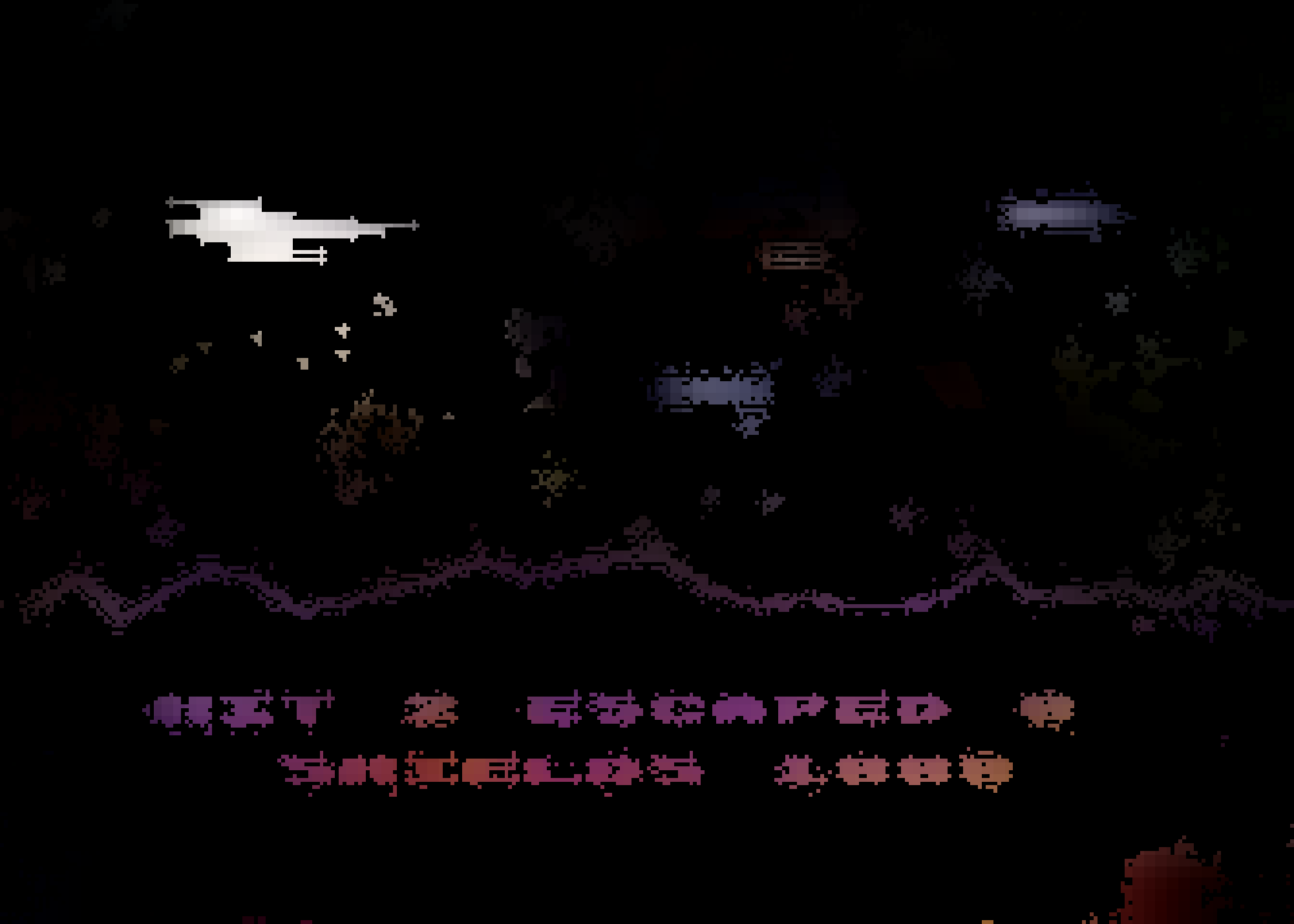
EASY OPTION

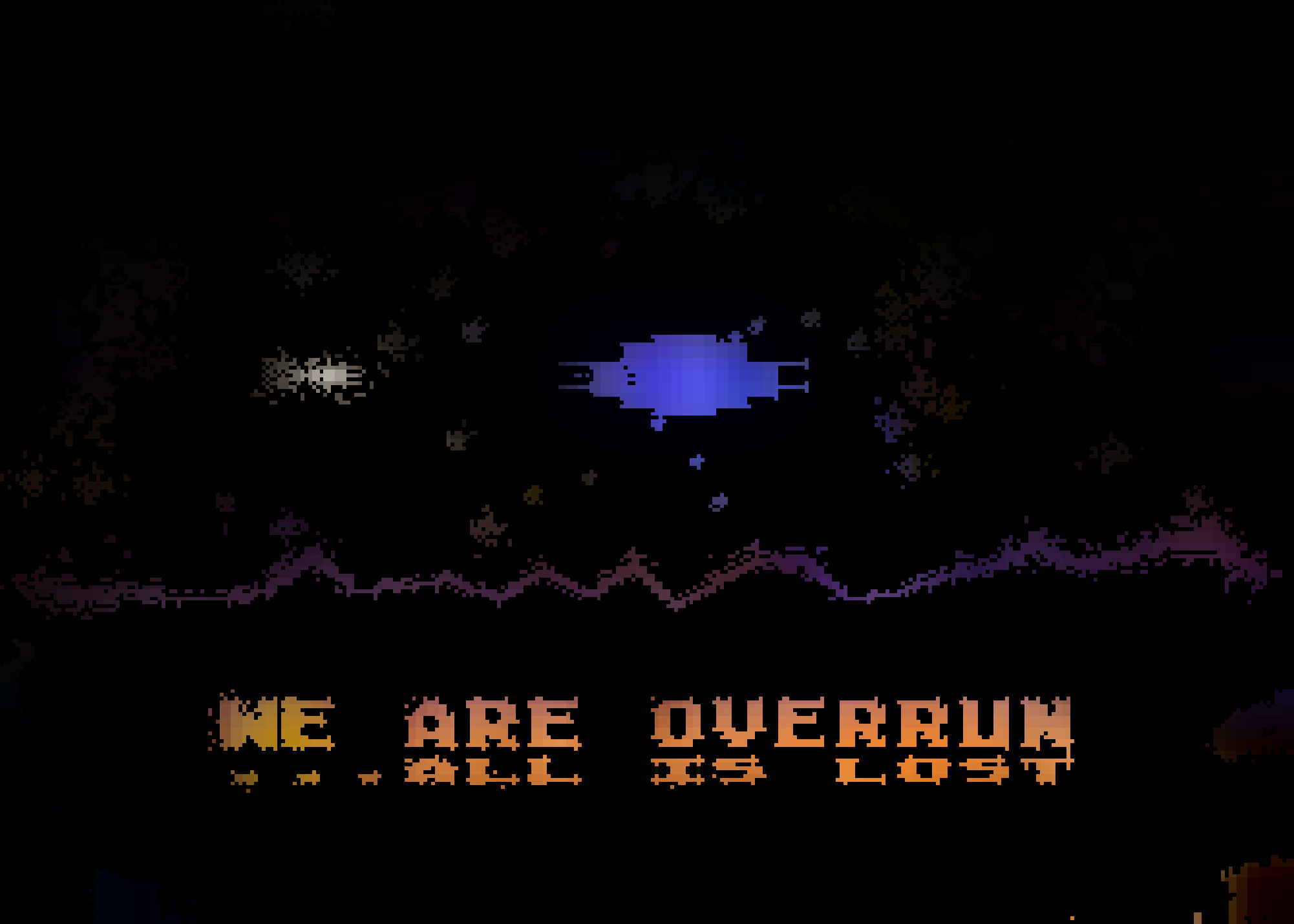

PLAY 1:
0
0
0
40

ATARI

TENNIS






WE ARE OVERRUN
ALL IS LOST



BY NEIL LARIMER

(C) 1984 BY ADVENTURE INTERNATIONAL
(808) 3487, LONGWOOD, FL 32750

PLAYER 1

SKILL LEVEL 1

SELECT SKILL LEVEL AT START

SCORE 00000

LIVES 02

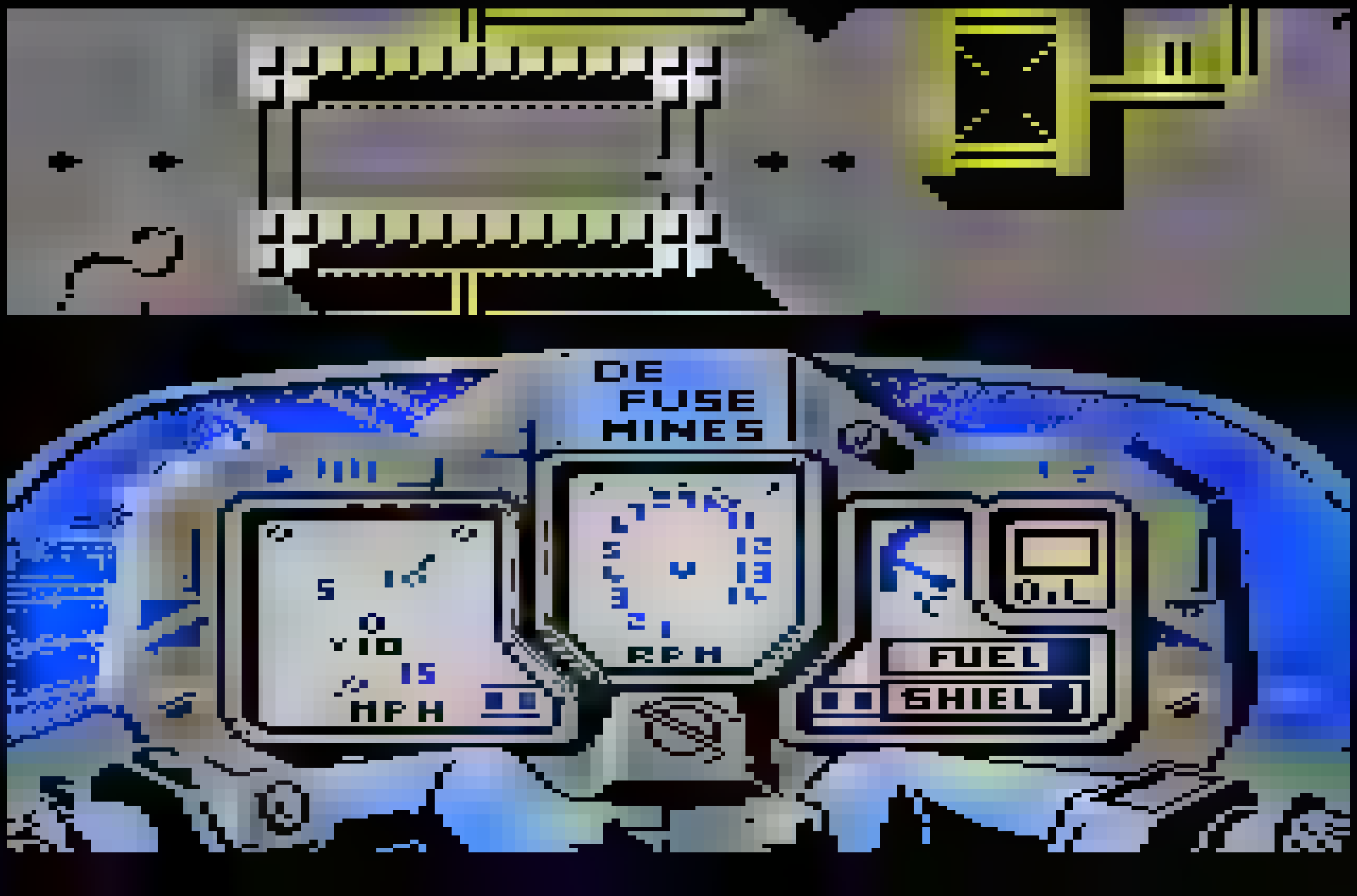
HIGH 00000

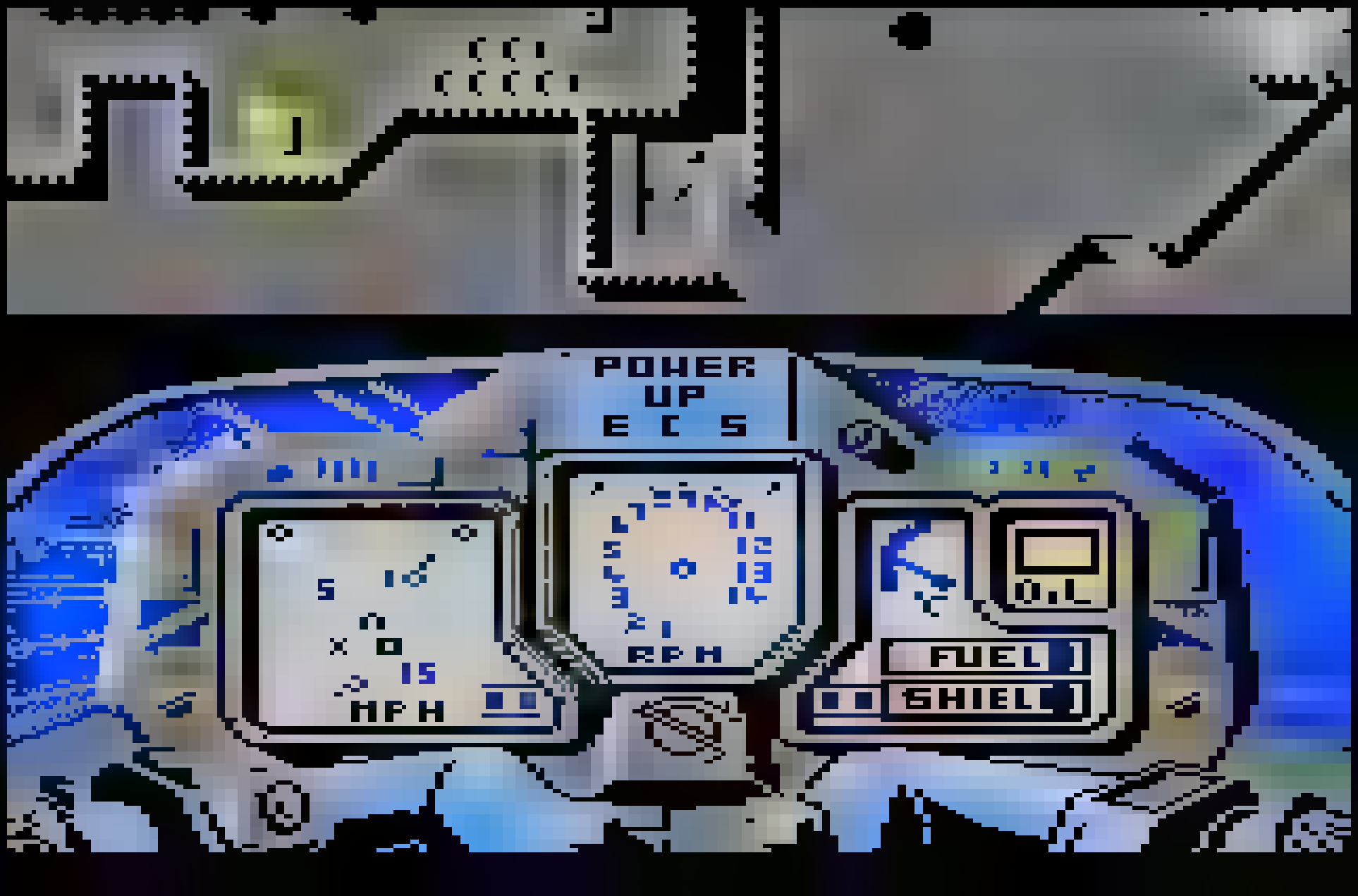


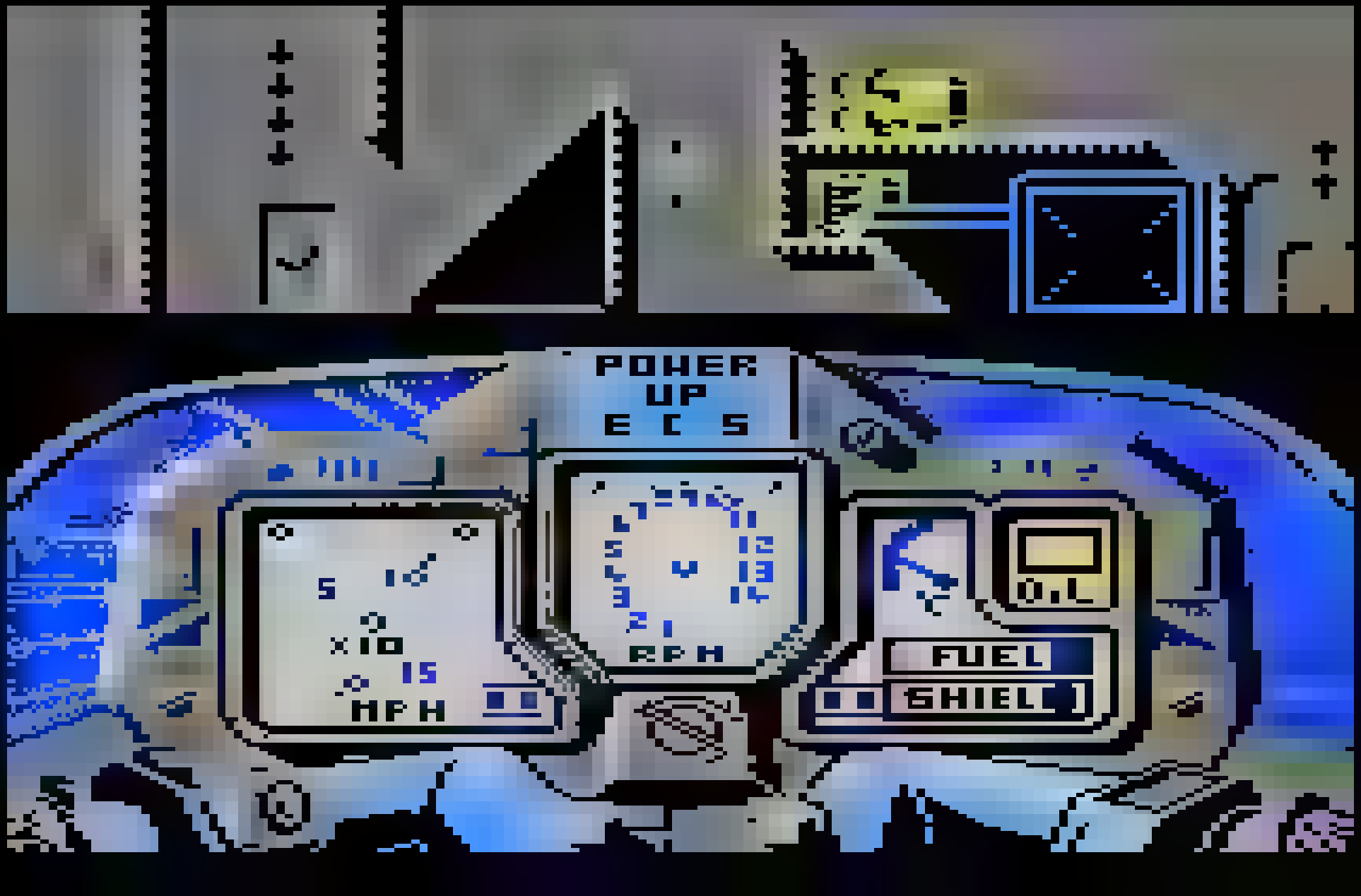
SCORE 00250

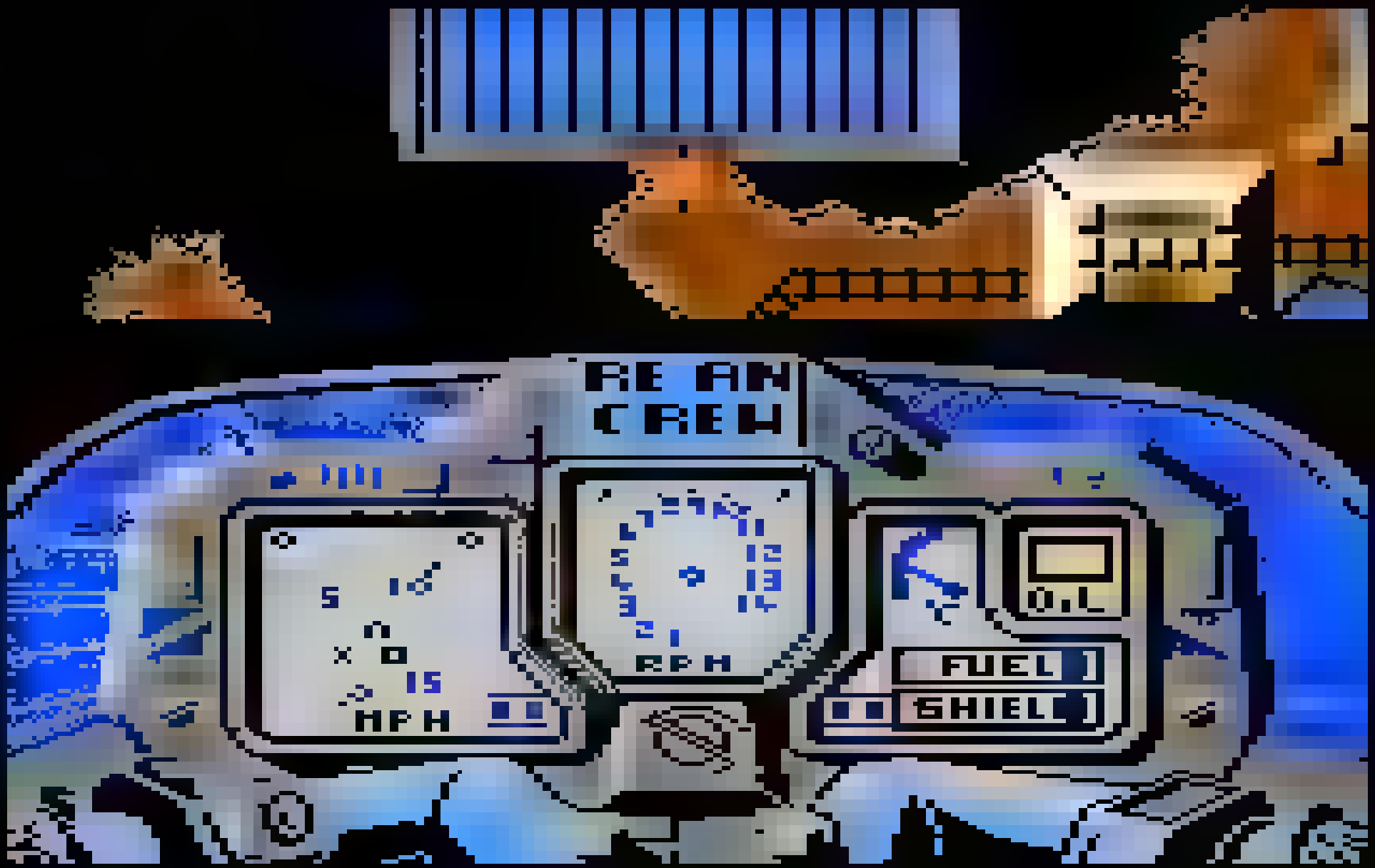
LIVES 3

HIGH 00000

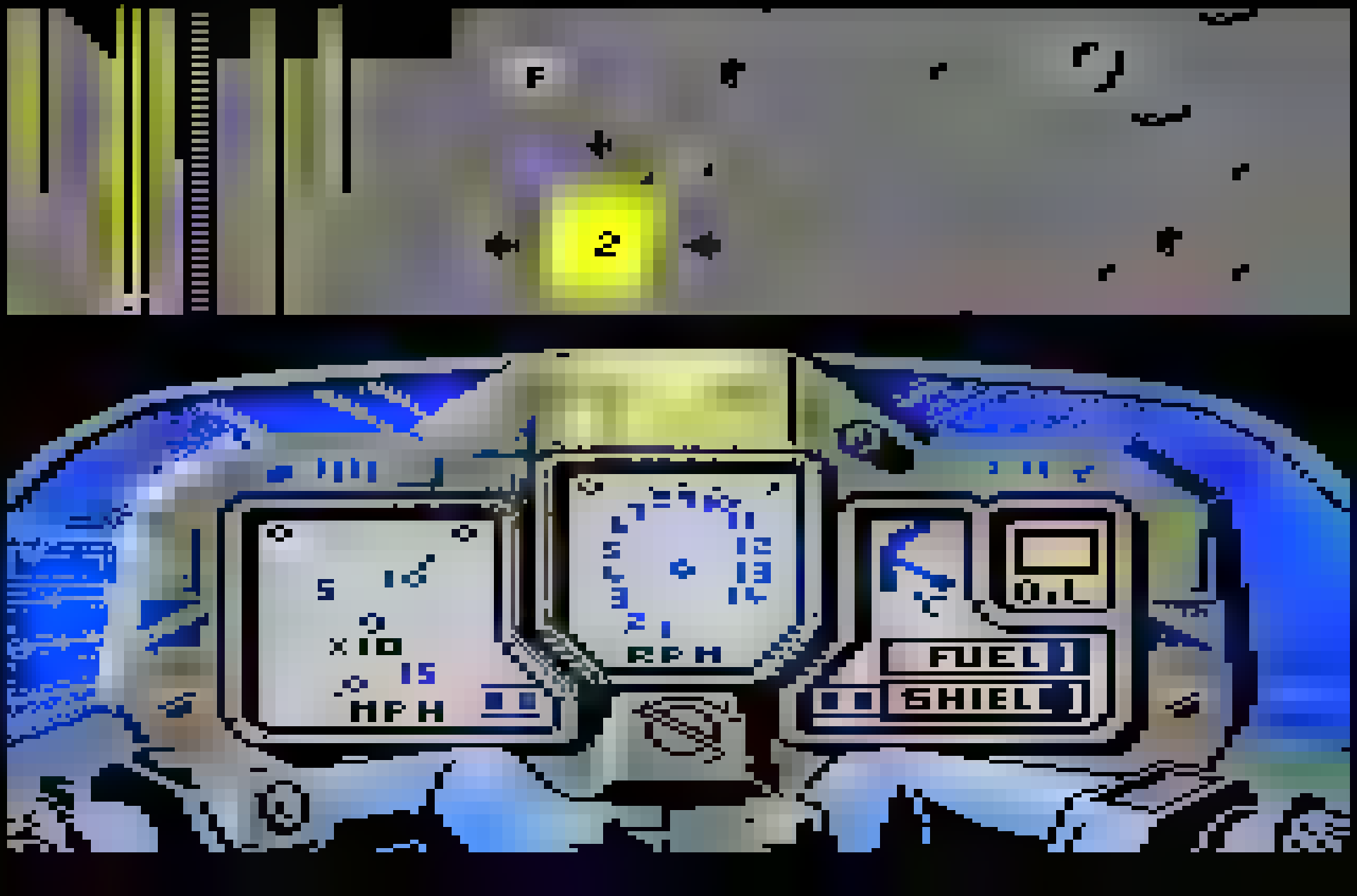

DE
FUSE
MINES
MPH
RPH
FUEL
SHIEL


POWER
UP
E C S
MPH
RPH
FUEL
SHIEL


POWER
UP
E C S
MPH
RPH
FUEL
SHIEL


RE AN
CREW
MPH
RPH
FUEL
SHIEL

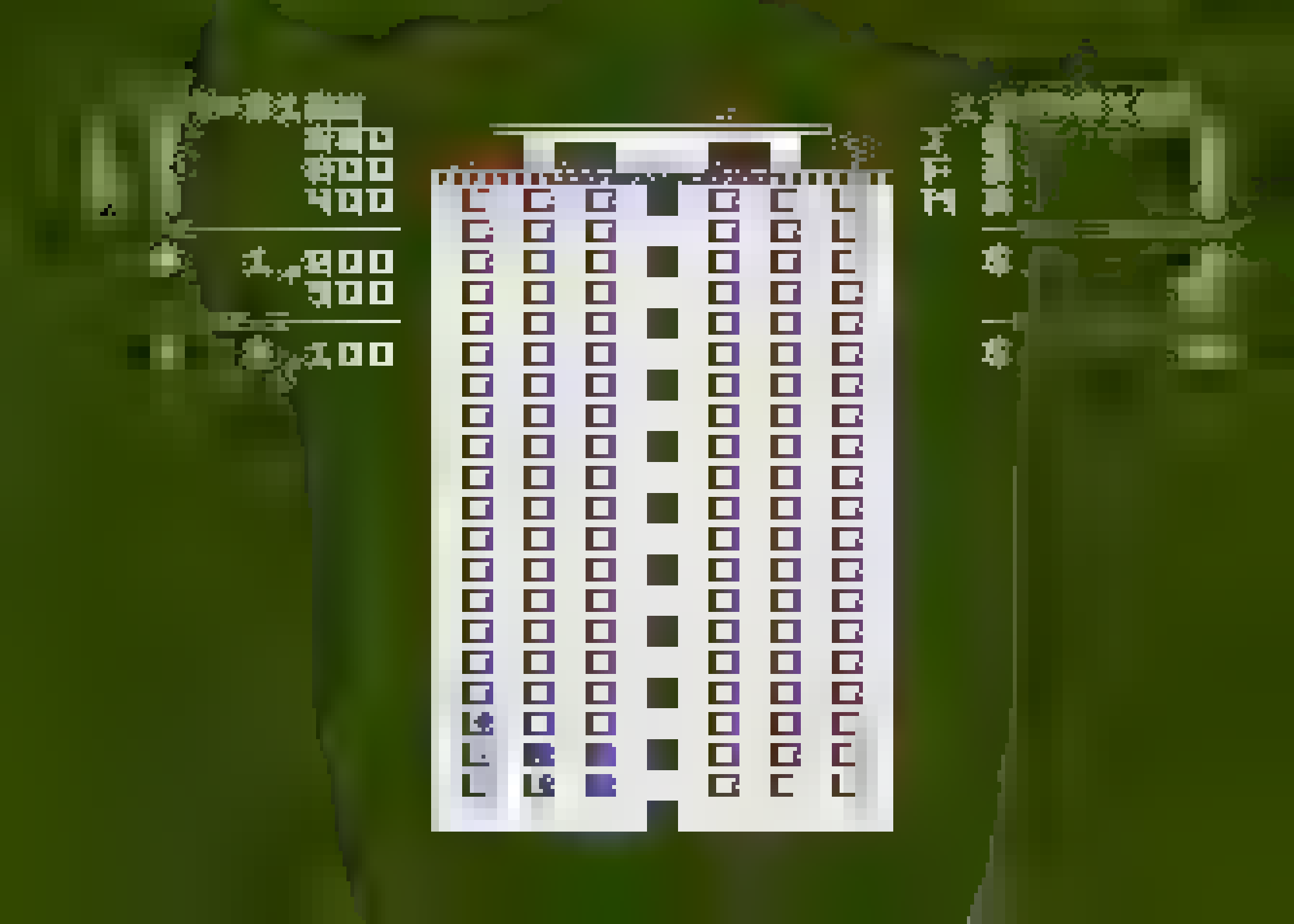

RE AN
CREW
MPH
FUEL
SHIEL

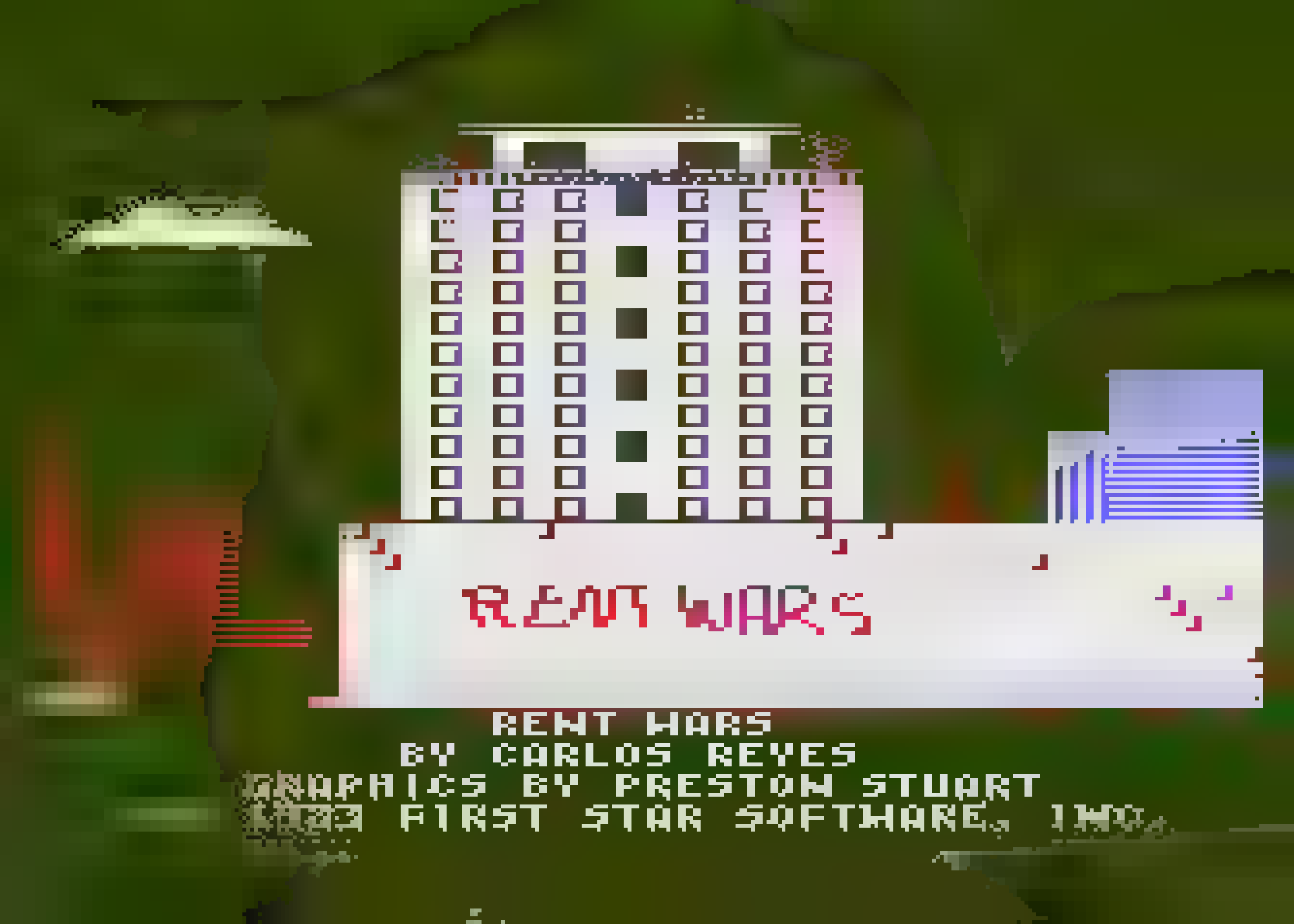

F
2
5
10
15
MPH
RPH
0.L
FUEL
SHIEL


RENT WARS
OPTION 1 PLAYER
SELECT REGULAR GAME


1ST QUARTER


APARTMENTS= 03
$ 735
APARTMENTS= 00
$ 30





RENT WARS
BY CARLOS REYES
GRAPHICS BY PRESTON STUART
FIRST STAR SOFTWARE, INC.

SIRIUS
PRESENTS

REPTON

BY
DAN THOMPSON
AND
ANDY KALUZNIACKI

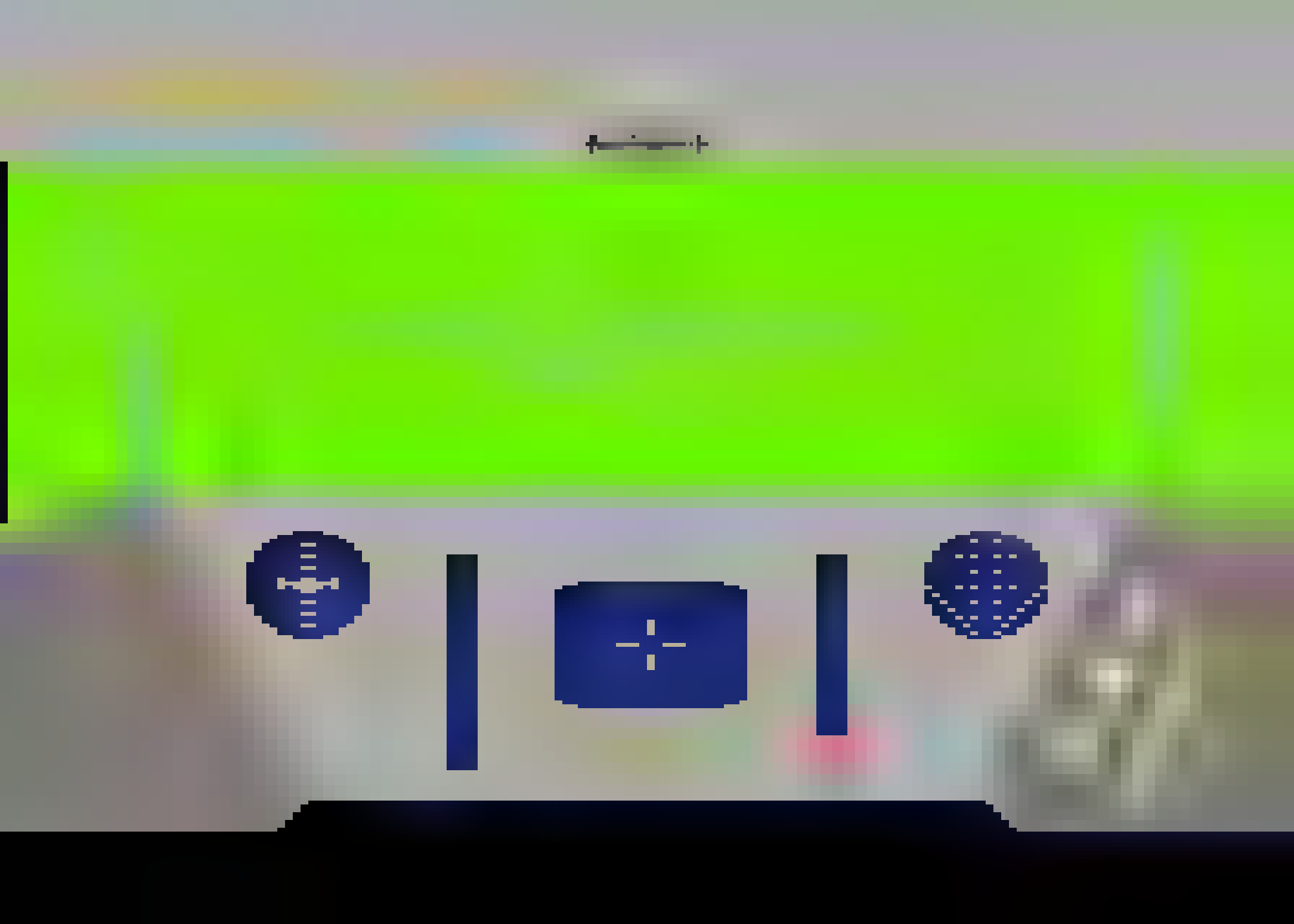
COPYRIGHT 1983 SIRIUS SOFTWARE LTD

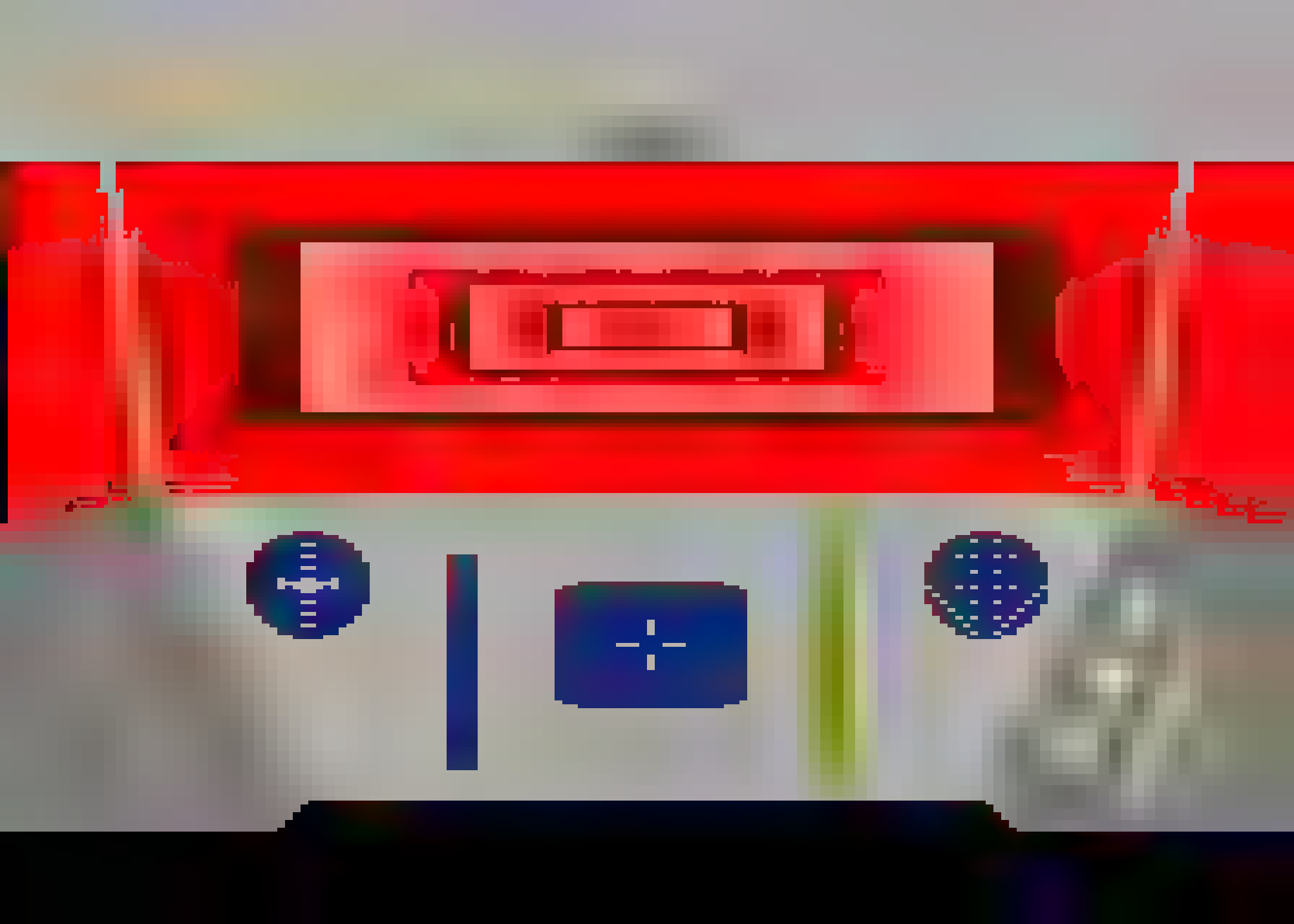


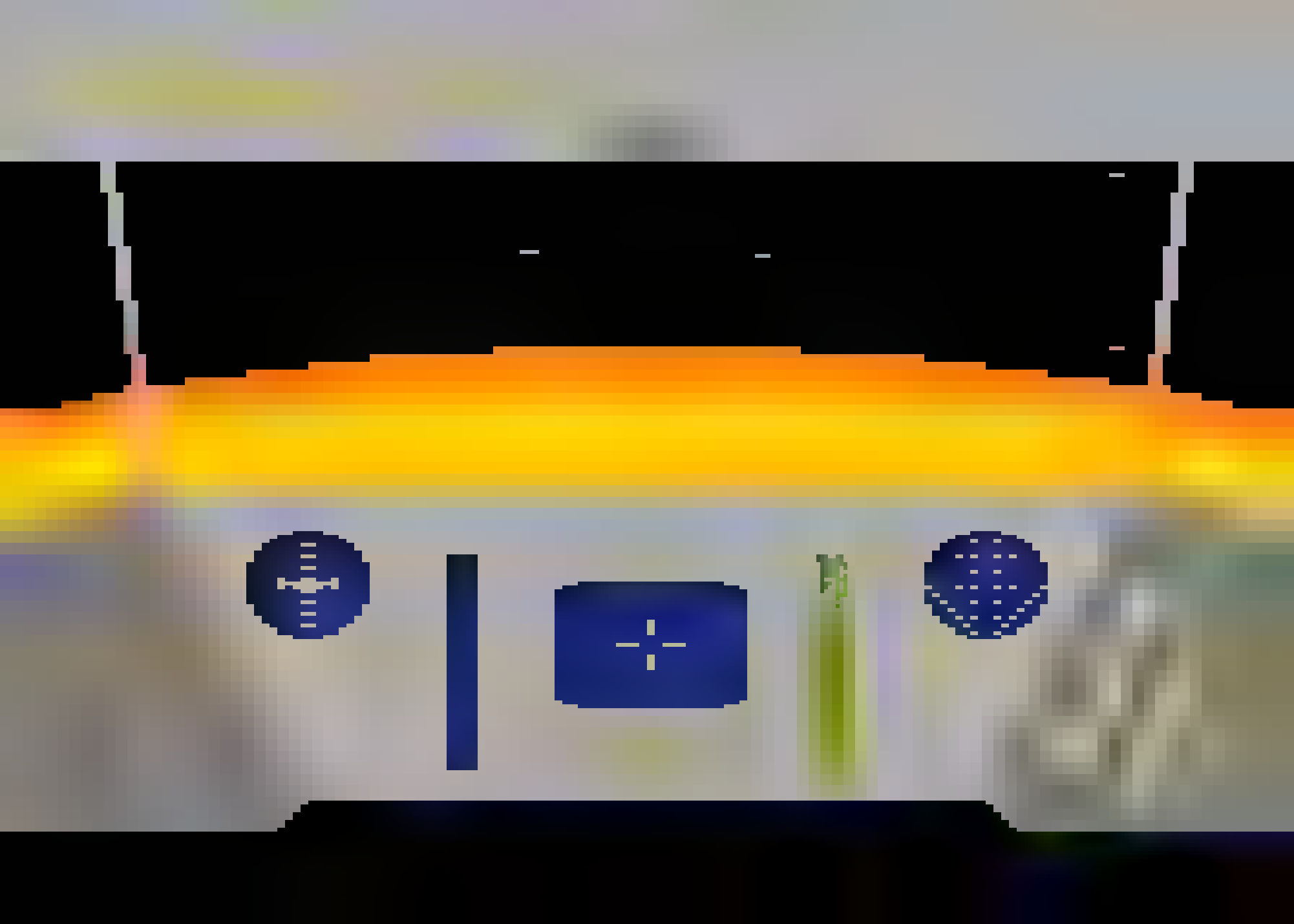

50
SHIPS


425
SHIPS

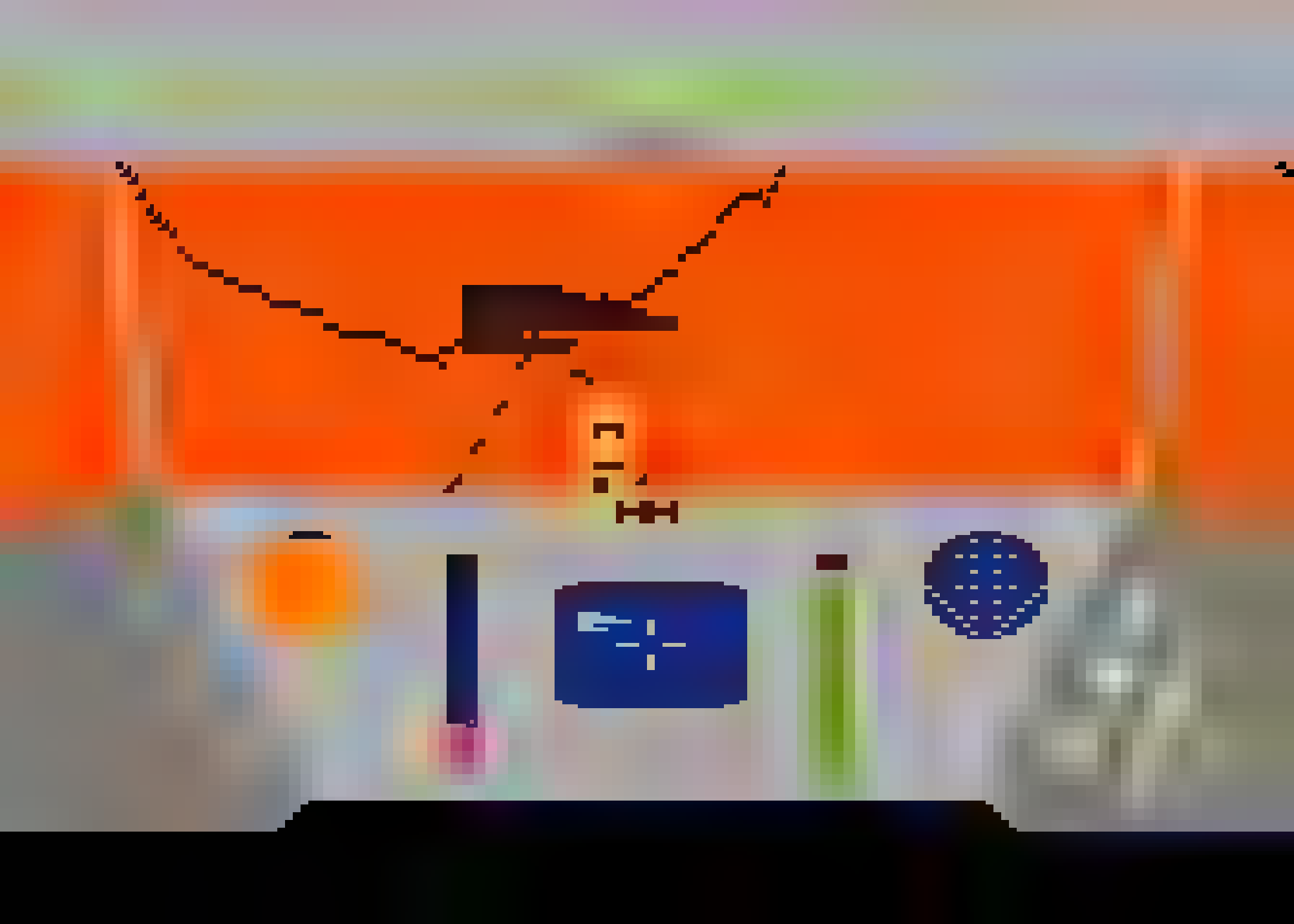












RESCUE ON FRACTALUS!

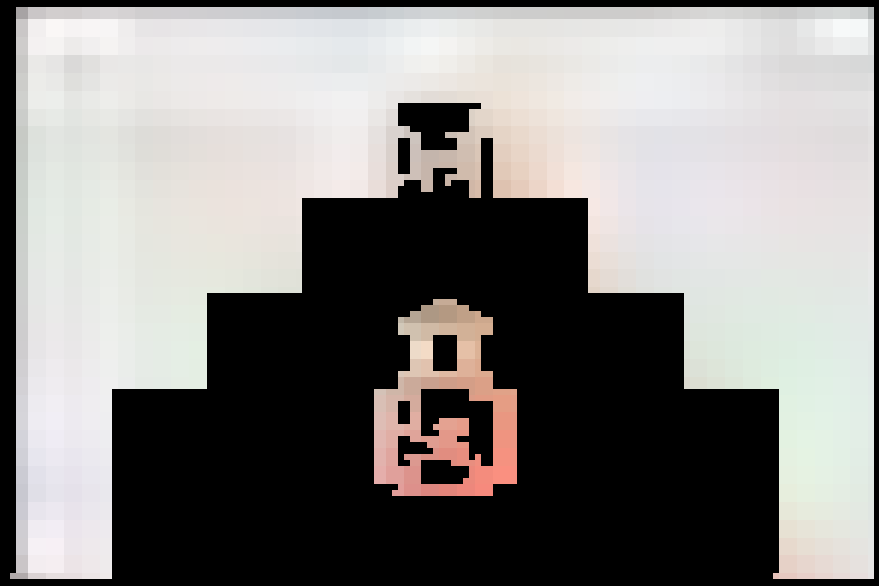
©1983 LUCASFILM LTD.

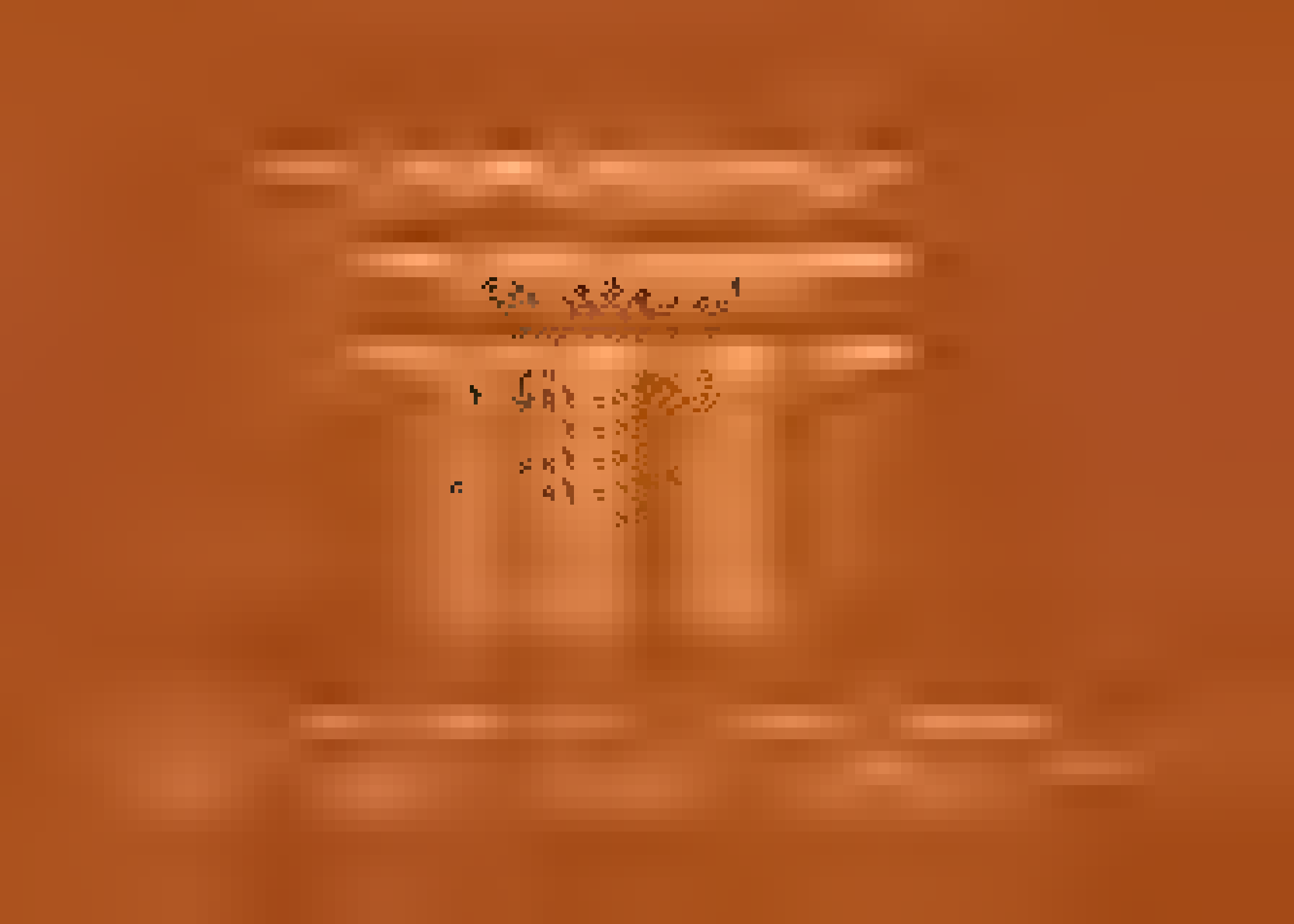
STARTING LEVEL:
RANKING LEVEL:

LAST SCORE:
HIGH SCORE:





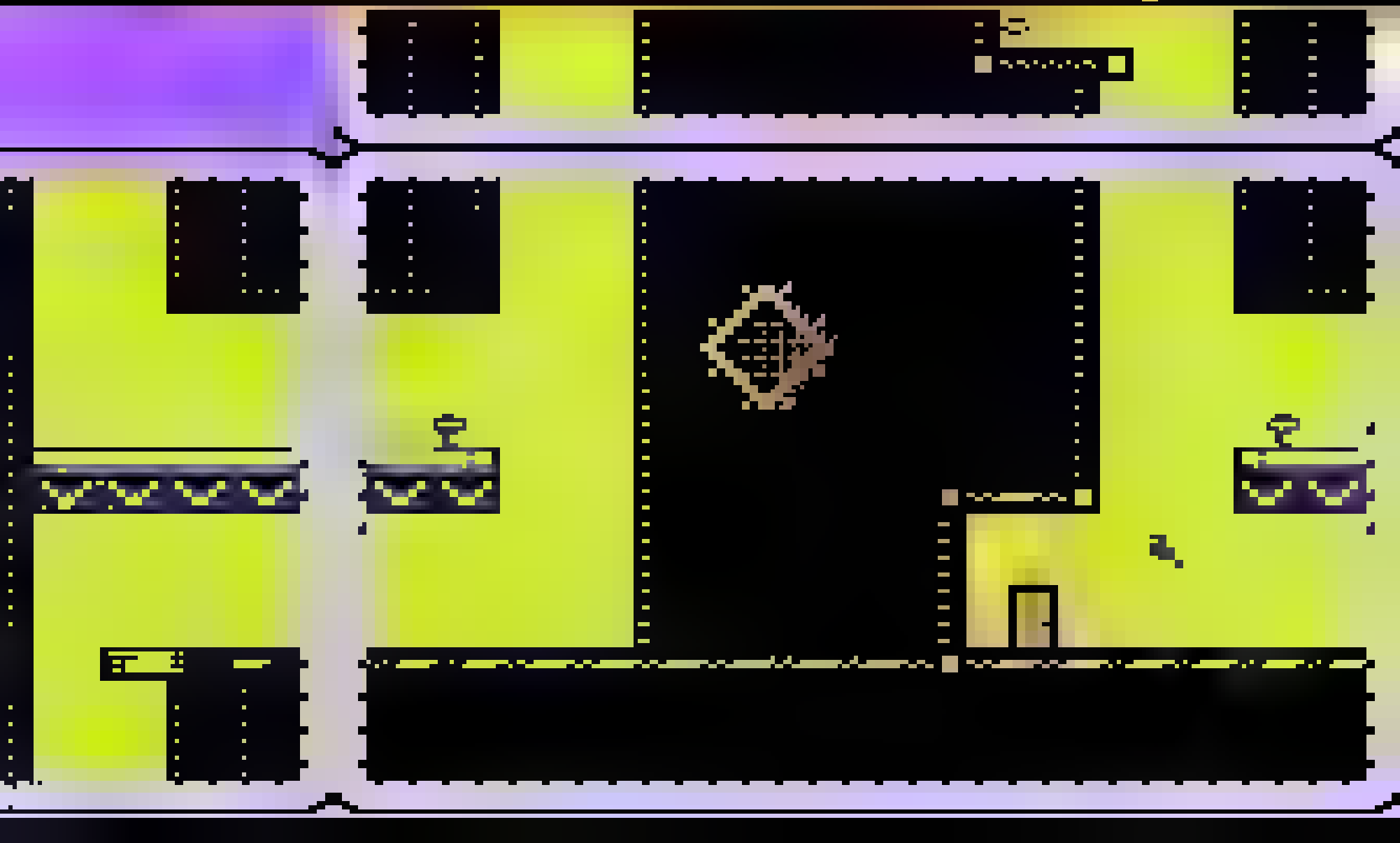


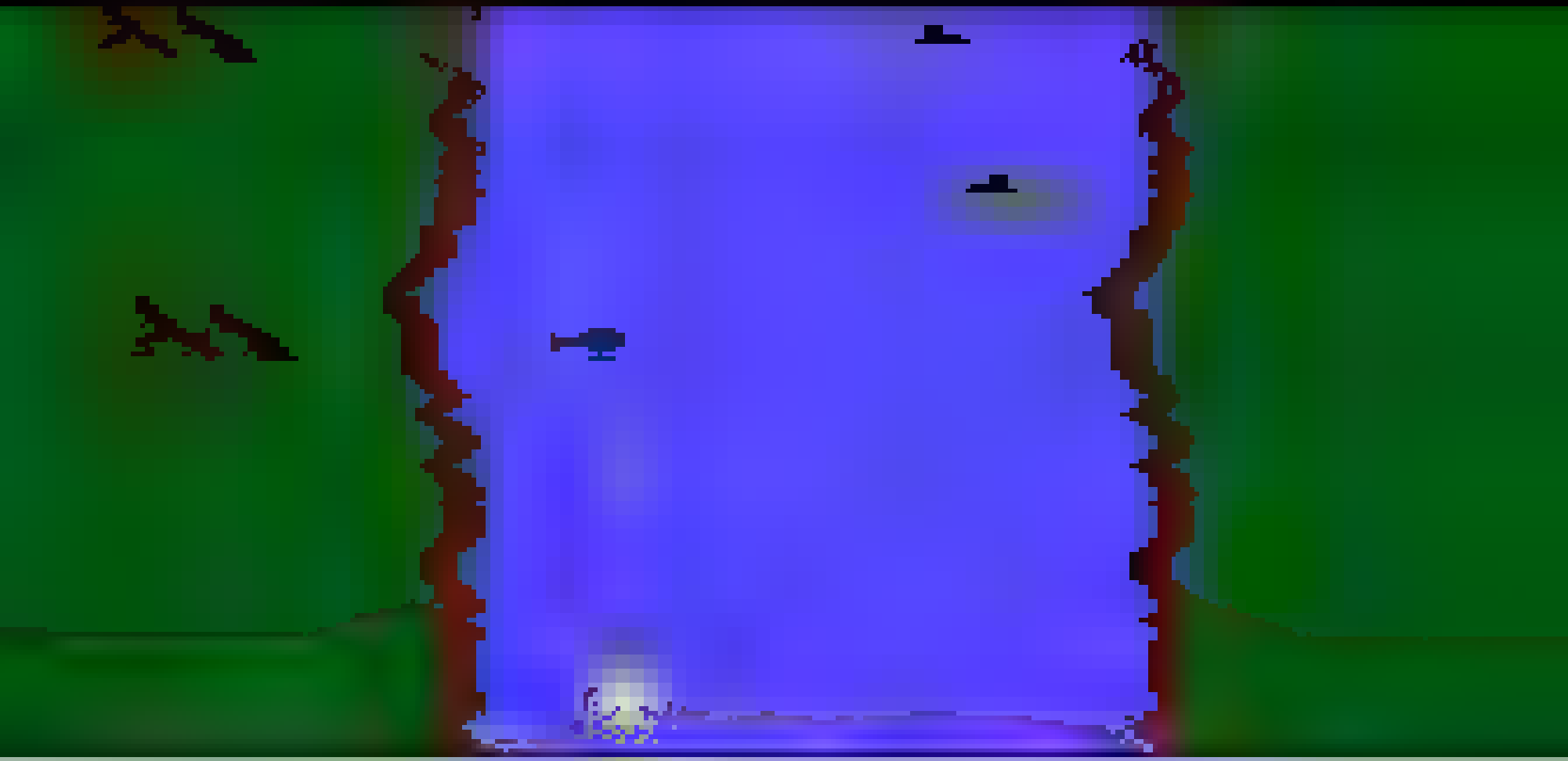






Ridiculous Reality




HI
0
GAME 1
E 1/2 F
ACTIVISION

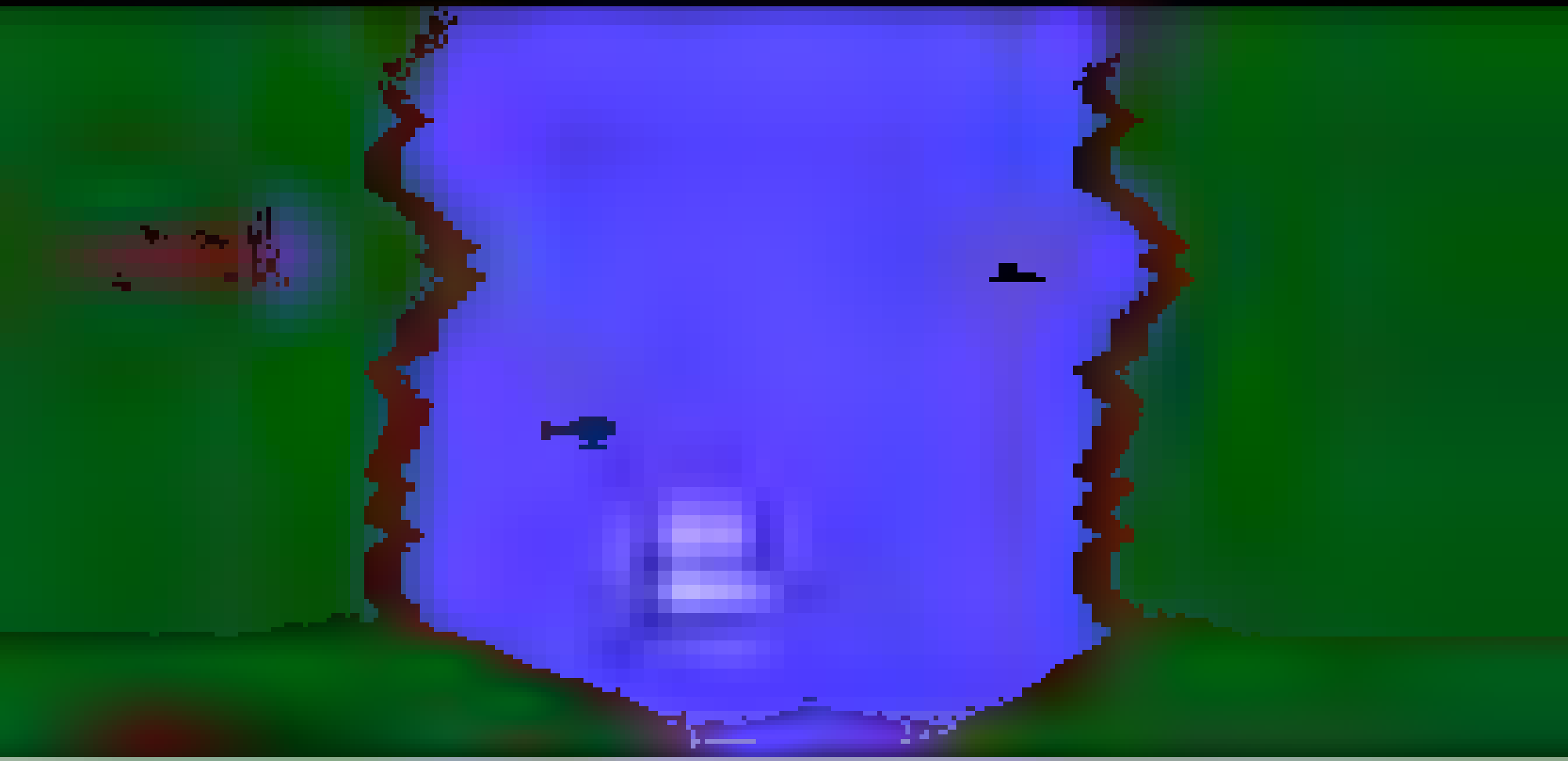


HI 0

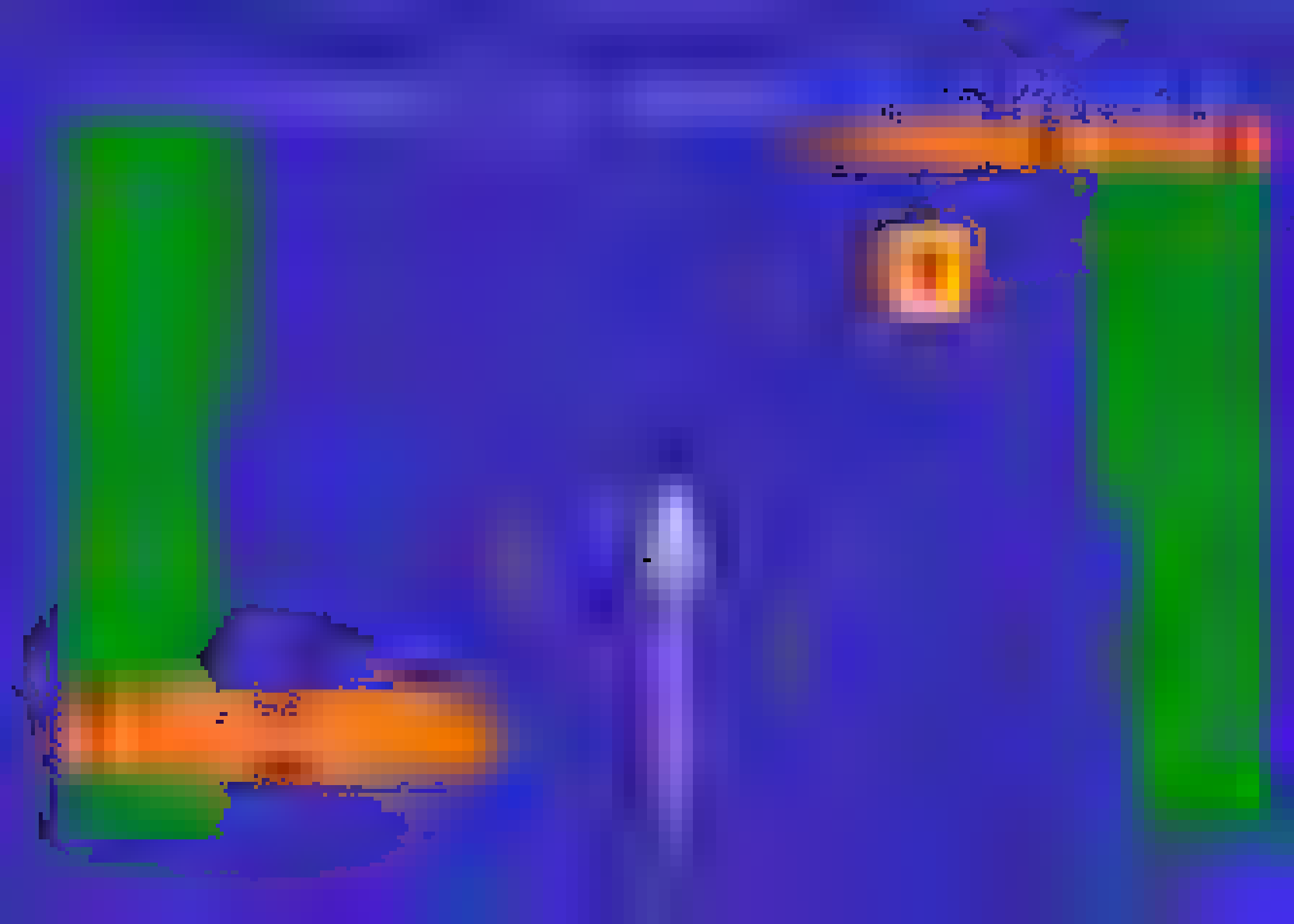
GAME 1

E 1/2 F

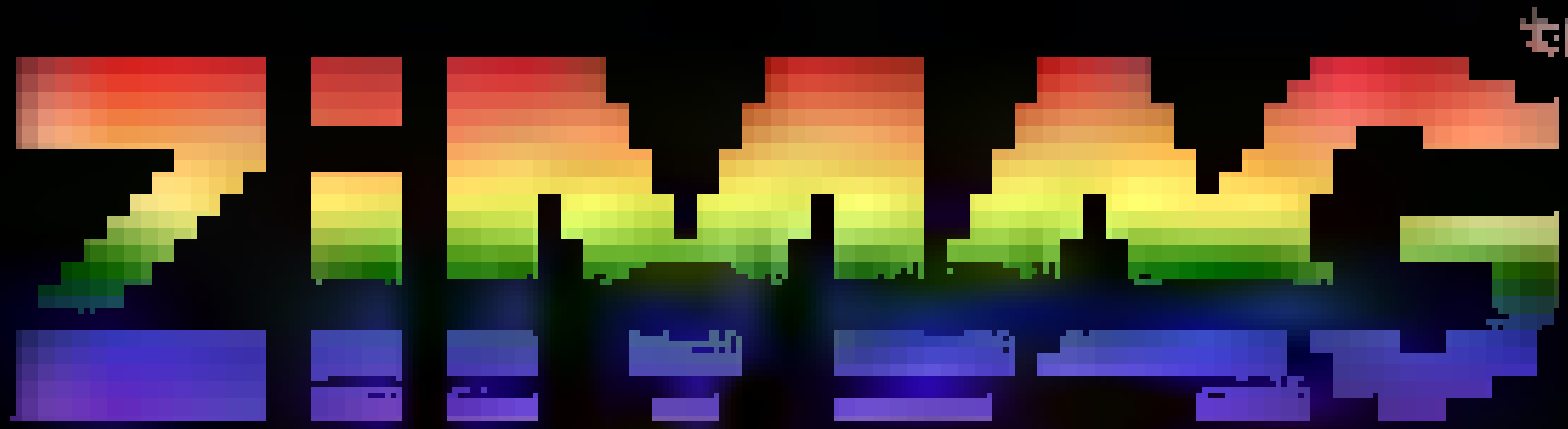
ACTIVISION



IVER RAID™ by Carol







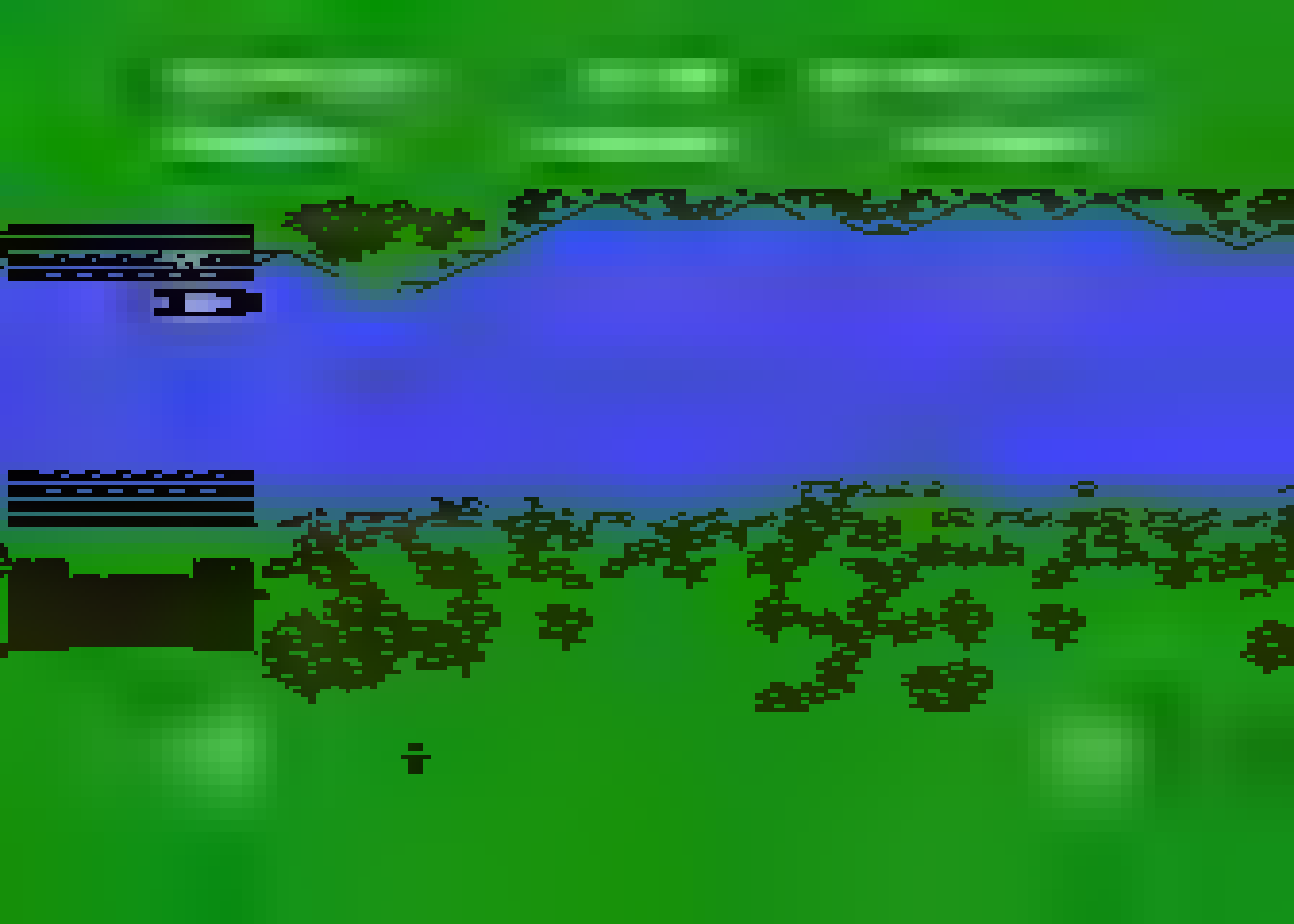
PRESENTS

RIVER RAT

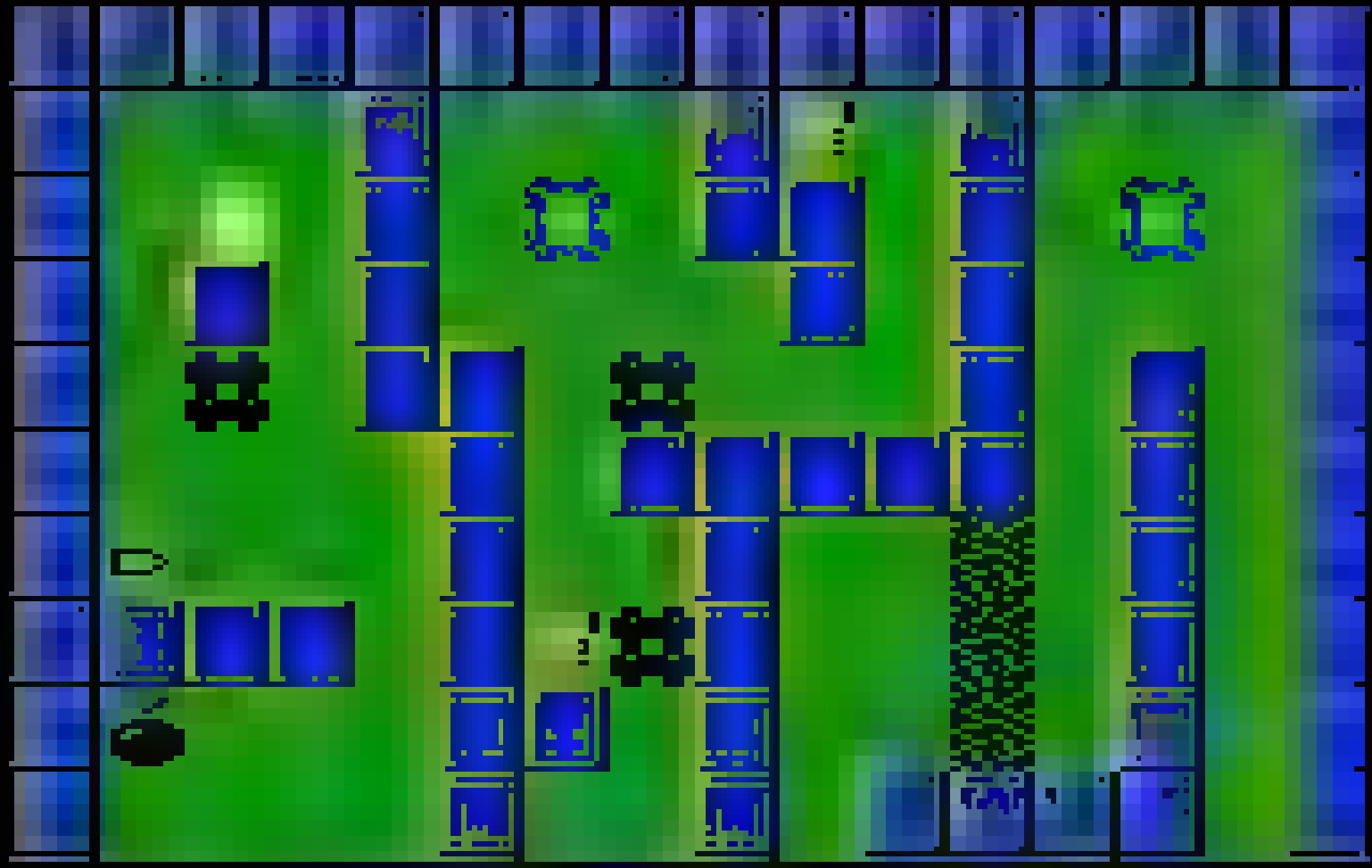
By Richard J. Wassmuth

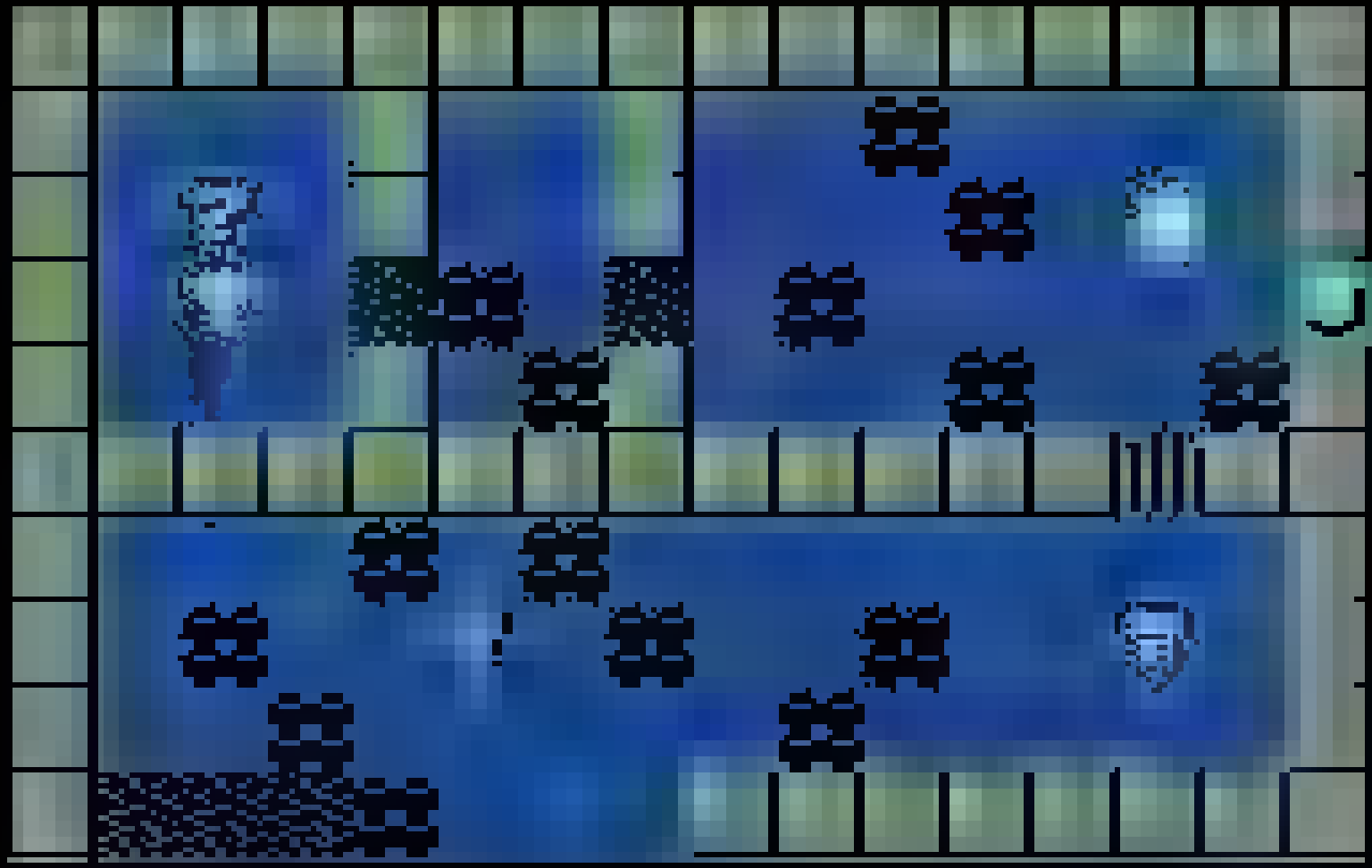
Press Start To Begin

Copyright 1982 by ZIMAG Inc.




RIVER RESCUE
© TEV Ltd 1983







ROBO

Cześć. Napewno znacie bohatera
gry ROBO. Jest nim sam ROBO.
Jakie taj gry jest taki sam.
Musimy zebrać śruby, a po dro-
dze unikać pułapek. Najlepszą
bronią która mamy przeciw
tym czerwonym pionkom, wszyscy
wiecie jest ŁÓŻKO !!!

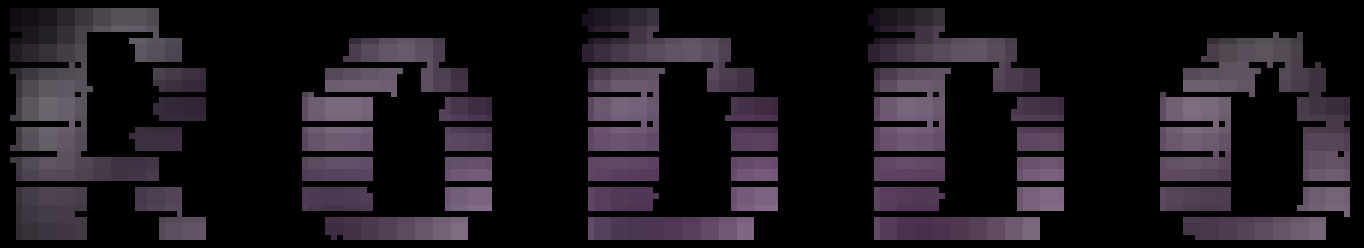
...I to prawie wszystko...

Kubo

Tzv. DOS 6. od neznameho autora
okomentovano © 1997 Svetla n.S.

Ovladani: Joystick nebo
           klavesy ←↑→↓

Strela: Tlacitko nebo
           klavesa SHIFT



(C) 1995 BY CONFUSION AND CHAOON

ORIGINAL GAME BY AVALON

OVLADANI	Joystick nebo klavesy ++++
STRELBA	Joystick-Fire klavesa SHIFT

CEST PRACI BOUBAUZI

Po dlouhe dobe se opet dostava na vasa monitory stara dobra hra BOBBO. Tato verze vznikla spolu-praci dvou zacinajicich pocita-covych programatoru.
Jedna se pouze o demoverzi

RoDbO

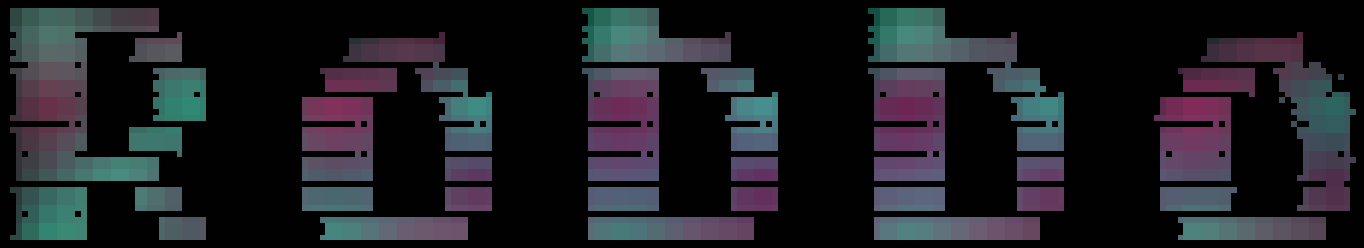
[redacted]

KOOOO

[illegible] co cię tu sprowadza. O [illegible]
[illegible] chcesz przeżyć zabójczą
[illegible]. Na to BOBO jest [illegible]
[illegible] przed sobą długą drogę.
życzymy miłej zabawy.
[illegible] bajerowska gra stworzyli:
[illegible] & Brzostek Wardzyńscy z [illegible]
[illegible], Al. Niepodległości 73 m.67

[illegible] [illegible]





© 1989 by Avalon

Program i grafika: Janusz Pelc

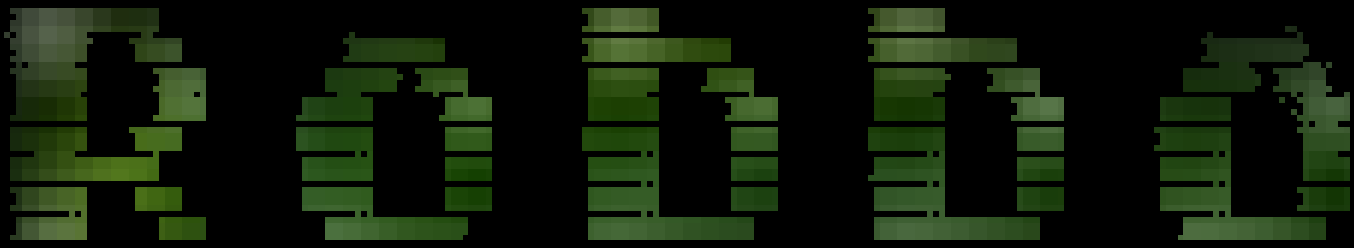
Sterowanie: Joystick lub klawisze ↑↓←→

Strzał: przycisk lub klawisz SHIFT

---

drogę przez 56 planet, aby wydostać się z wrogiego układu planetarnego, na którym został podstępnie uwięziony.

Na każdej planecie czeka na niego mała kapsuła, która może

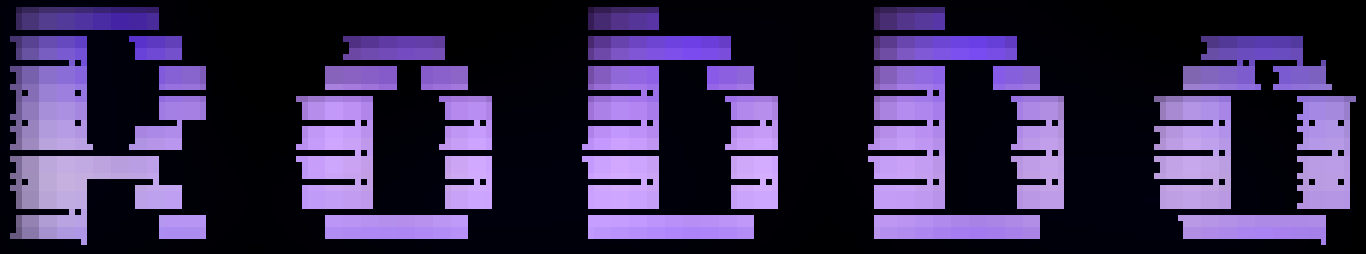


ver. II 1990 (c) by Avalon

Rozpowszechnianie - L.K.SOFT

Sterowanie: Joystick lub klawisze ←↑↓→

Strzał: przycisk lub klawisz SHIFT

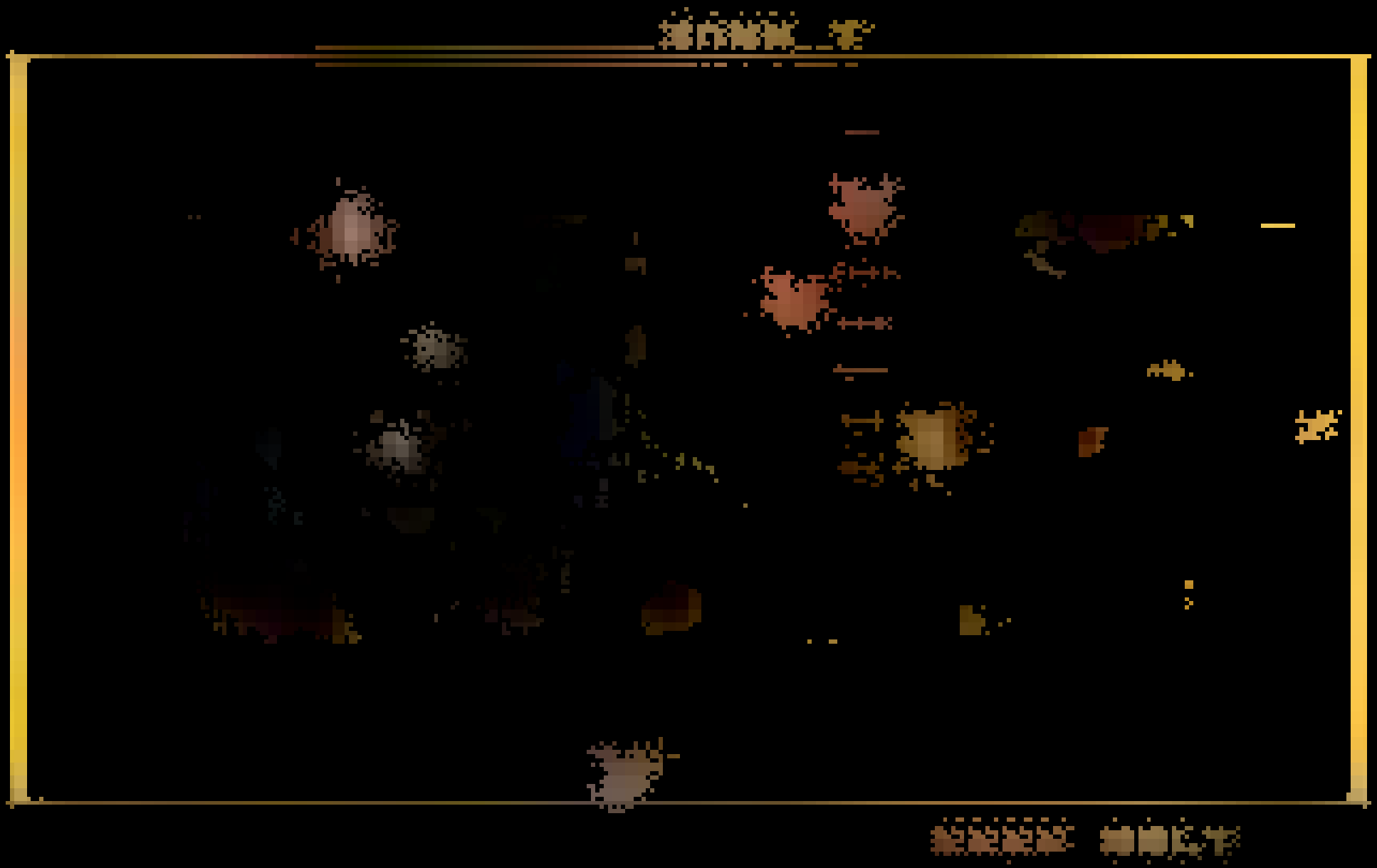


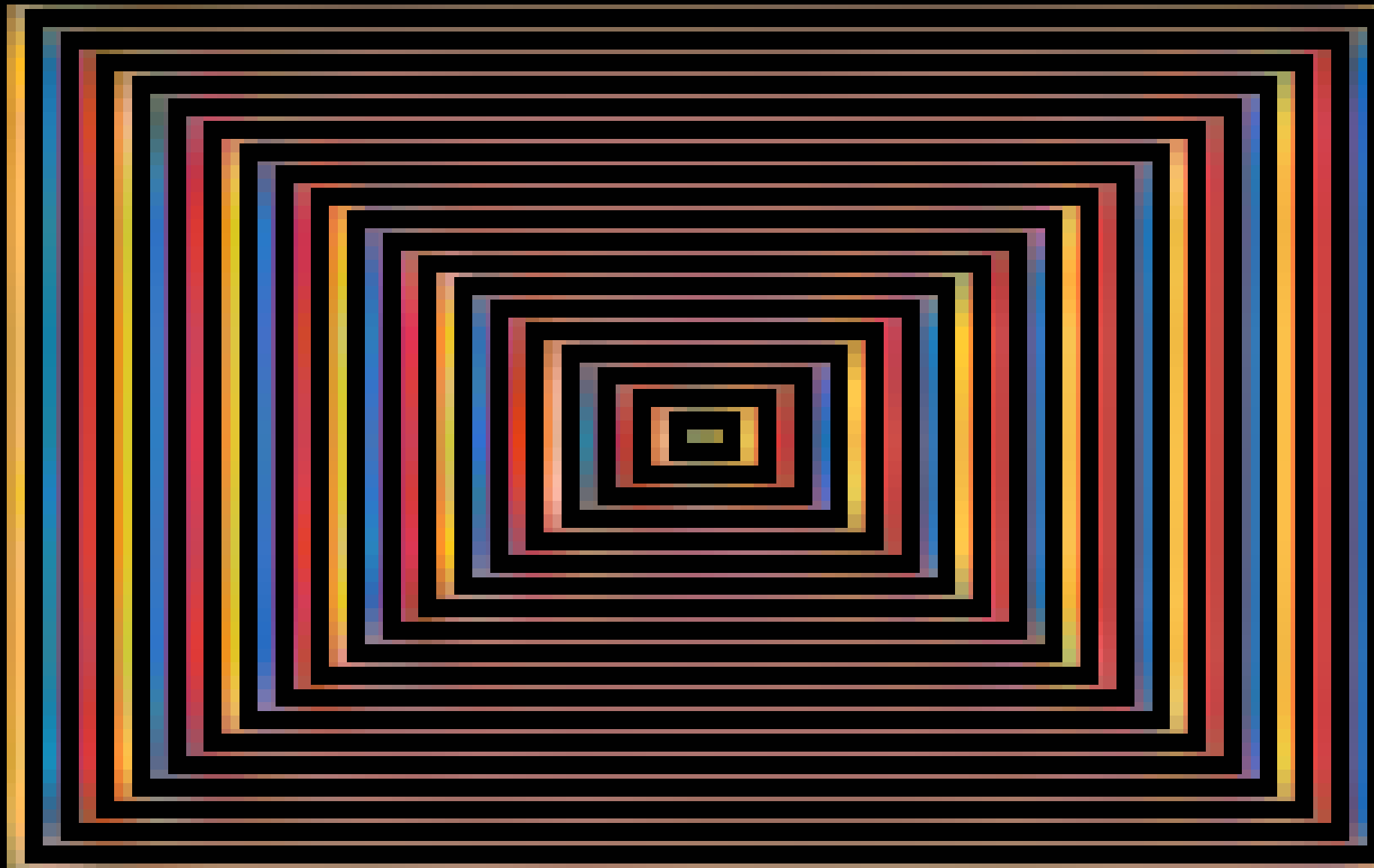
ADAM V

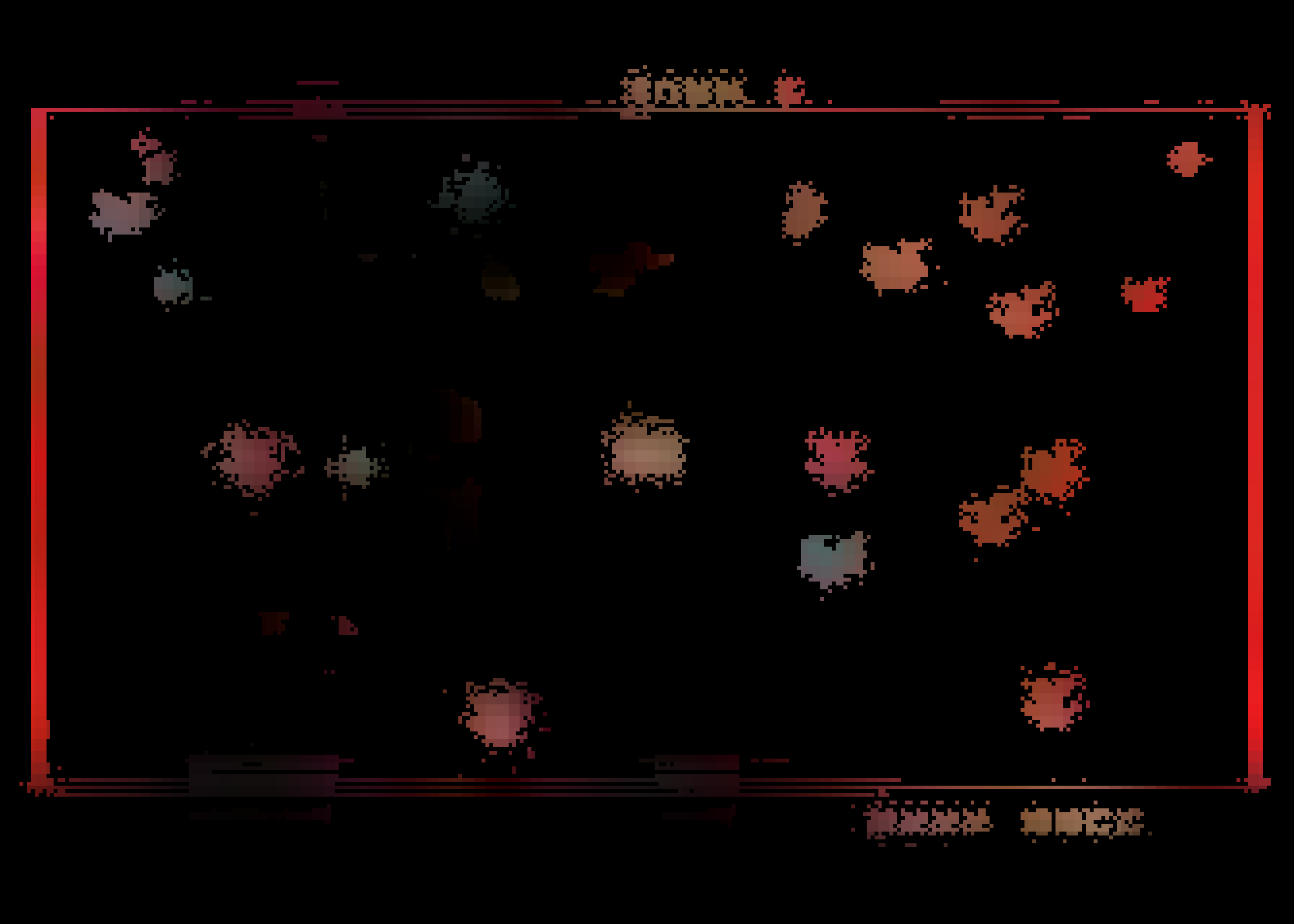
B.Walos and W.Strus

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Adam musi przejść trudną [illegible]
przez nieprzyjacielskie plan[illegible]
the Autor B.W&W.S
TRADAX tel.75-22-47







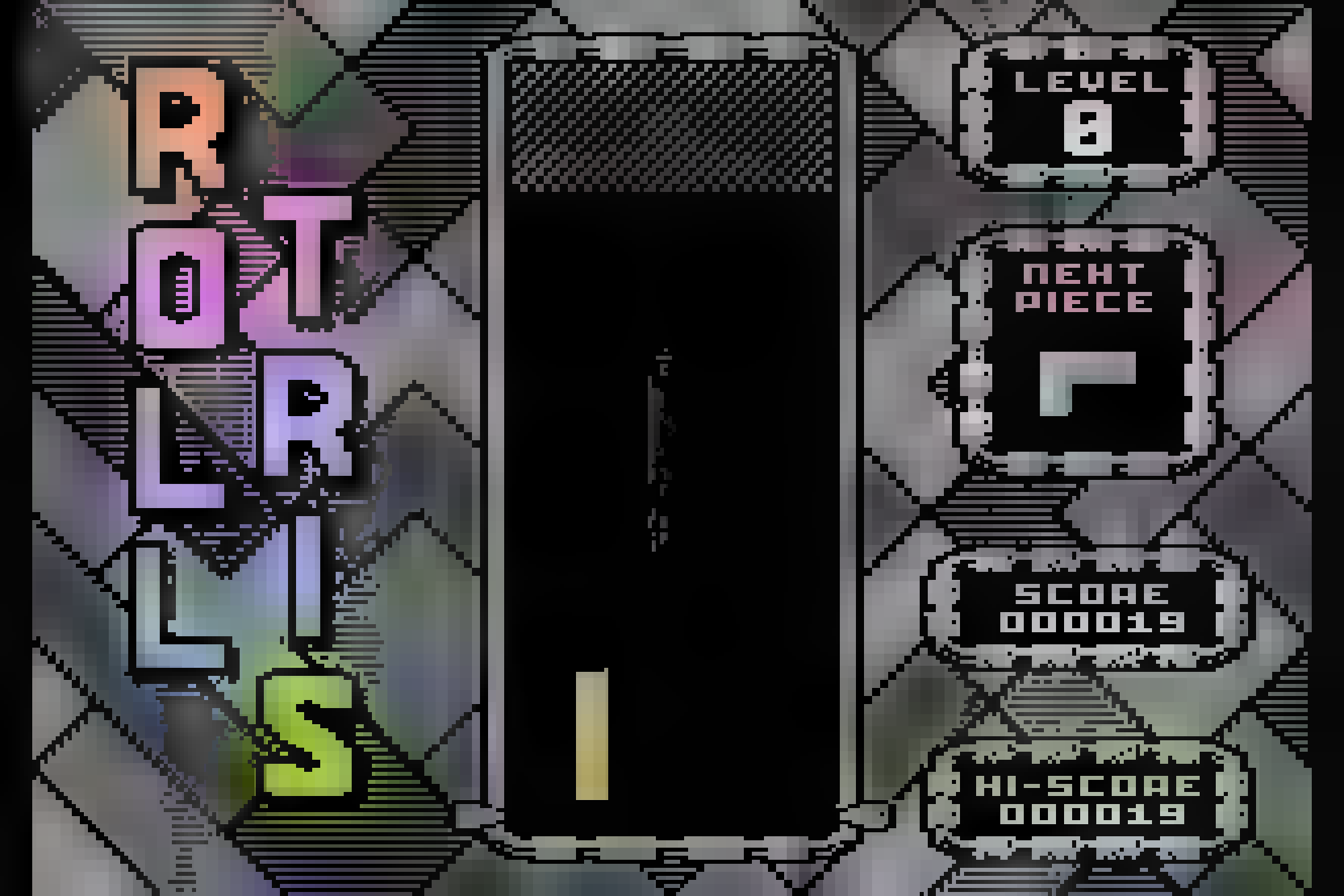
ROBOTRON: 2084

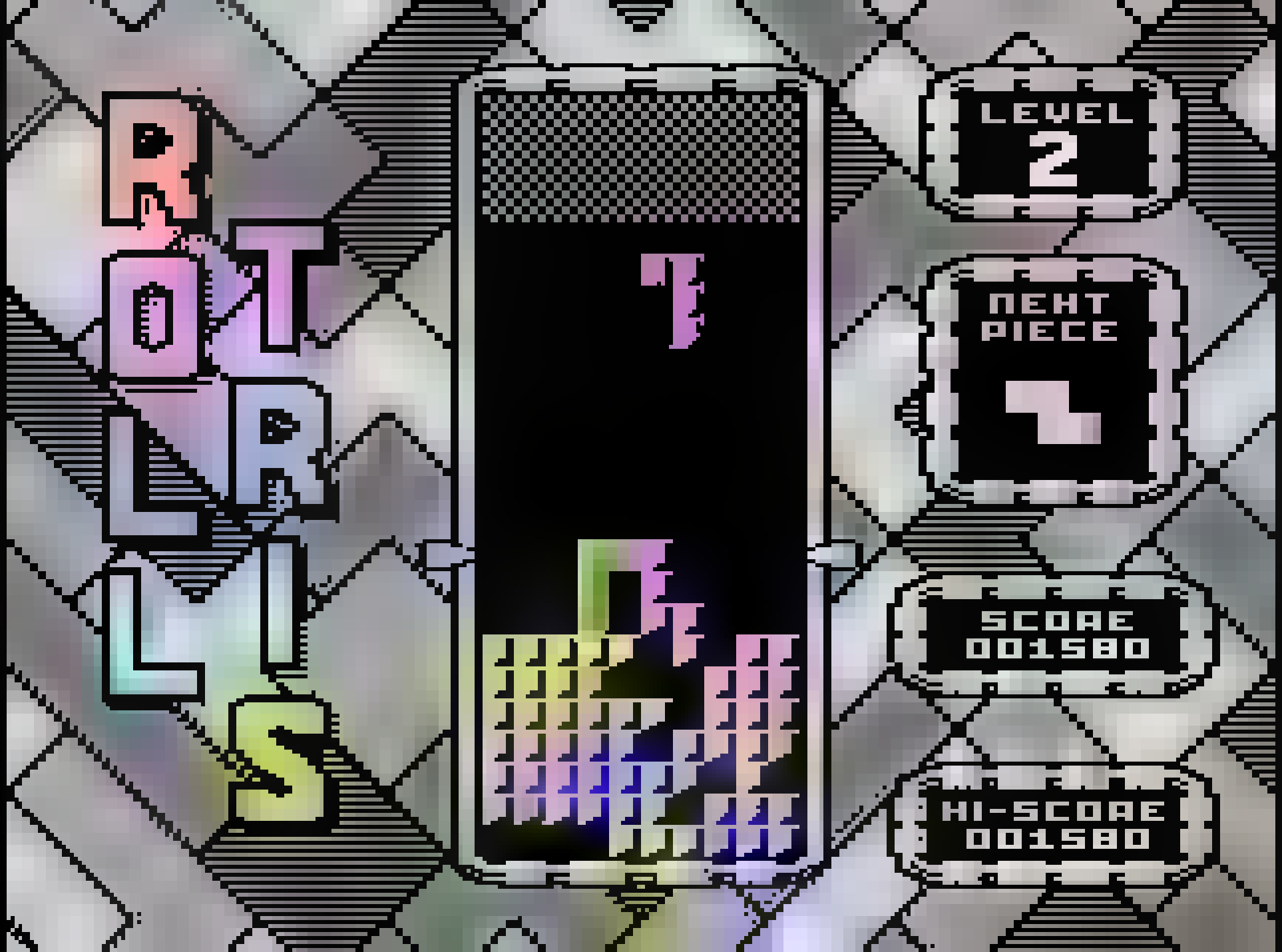
HIGH SCORE: 0

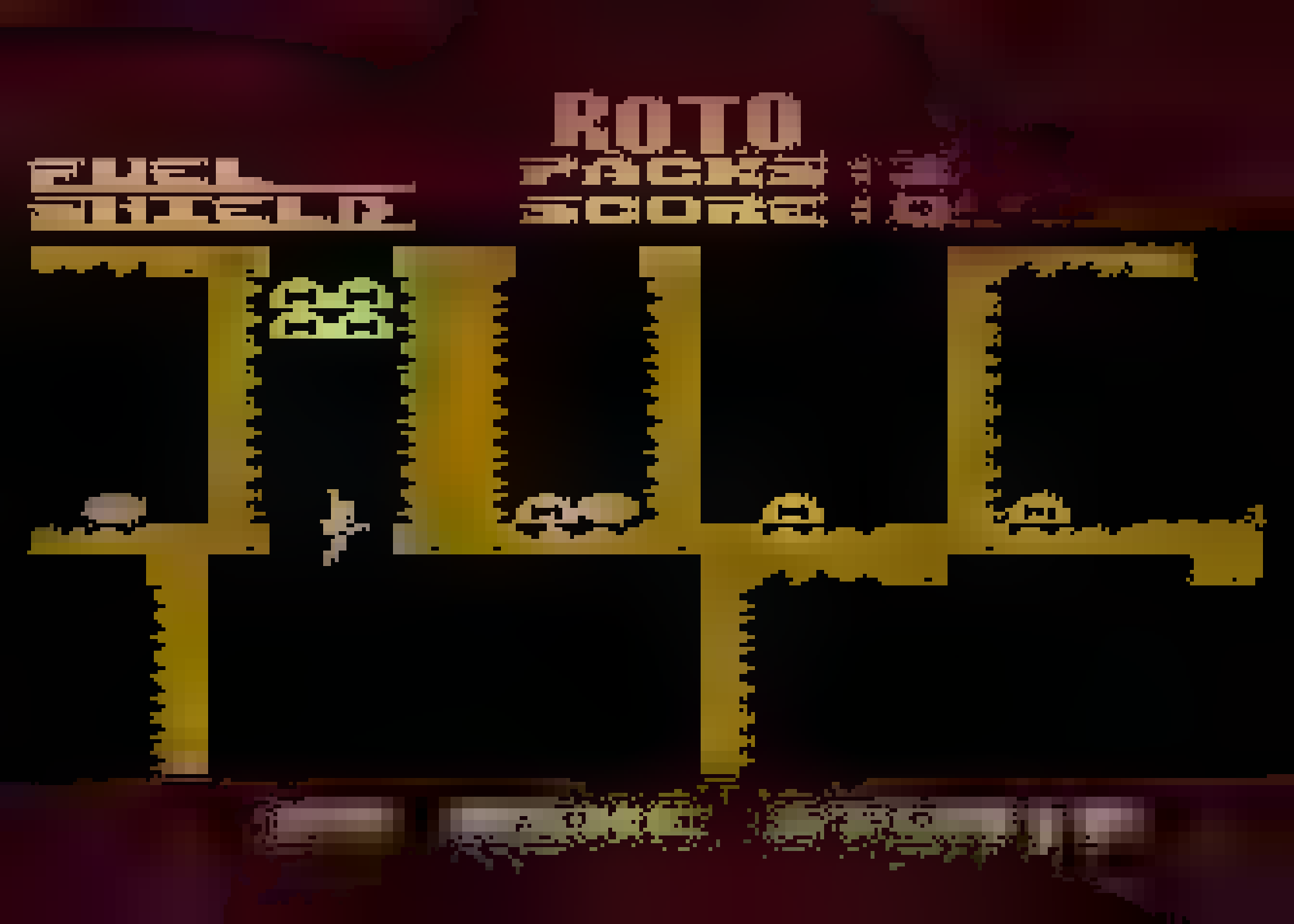
PRESS OPTION TO CHANGE DIFFICULTY:
LEVEL 1

PRESS SELECT TO CHANGE # OF PLAYERS
PRESS START TO BEGIN 1 PLAYER GAME

(C) WILLIAMS 1982
(C) ATARI 1983
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ROTRIS
LEVEL
0
NEXT
PIECE
SCORE
000019
HI-SCORE
000019


TETRIS
LEVEL
2
NEXT
PIECE
SCORE
001580
HI-SCORE
001580

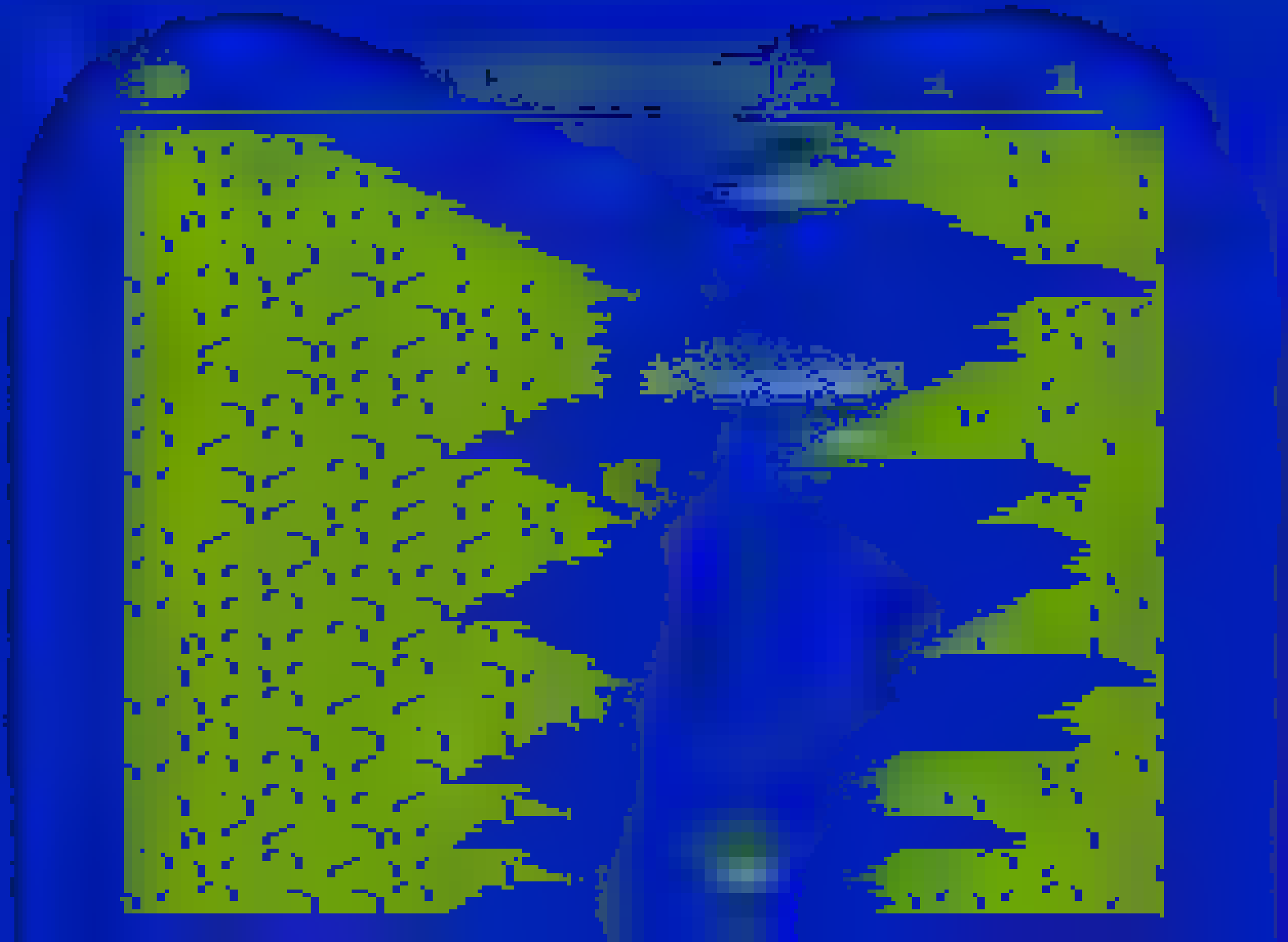

ROTO
FUEL
SCORE

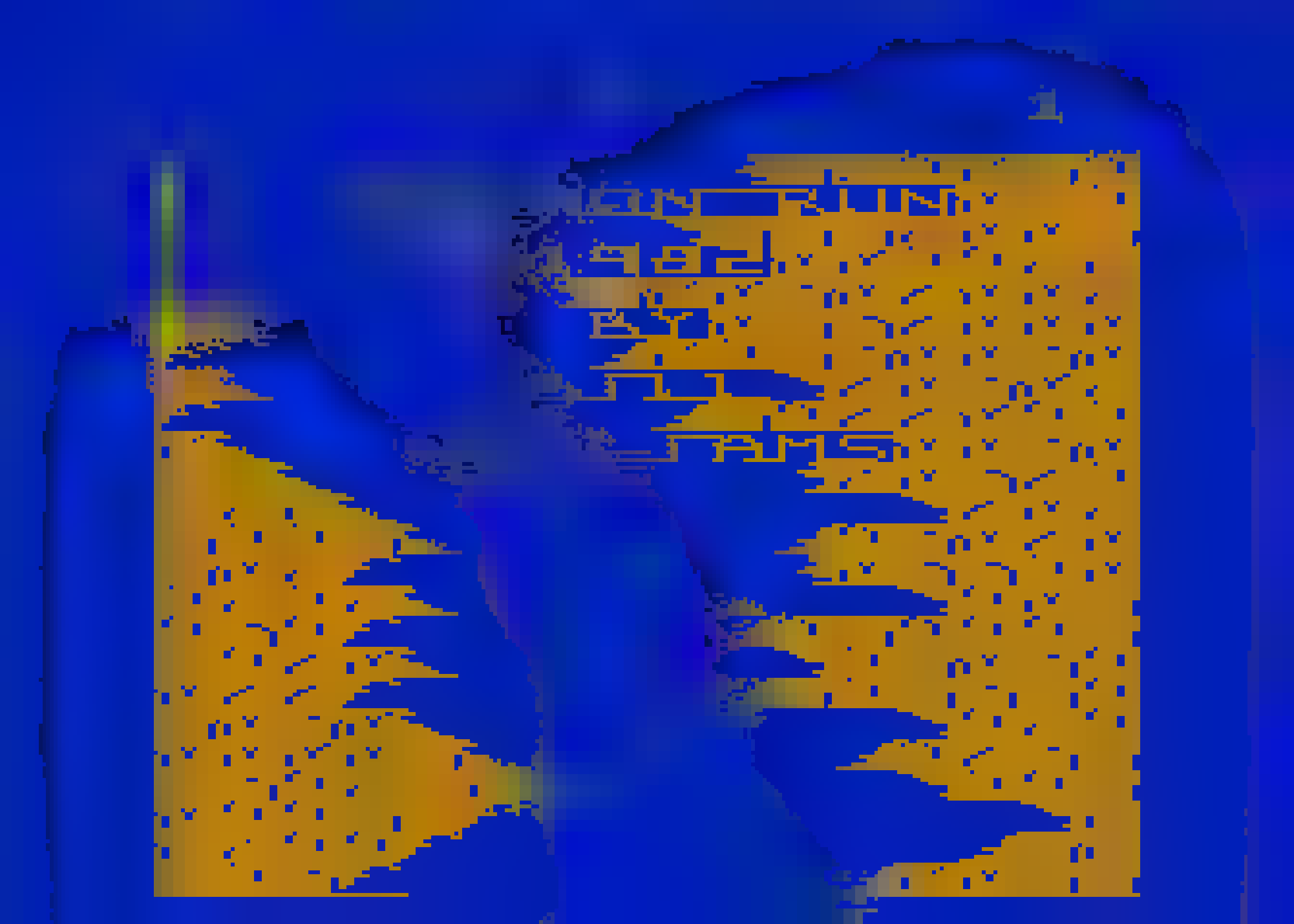

ROTO
FUEL
SHIELD
PACKS
SCORE
BY MIKE STONZ


HIGH
R.O.T.O


SC=000025
L=01
*=2
HI=000025


Datamost presents...
ROUND ABOUT
by
Ray Garz
Atari version
by
Kent Simon
Copyright (c)1983
SC=000000 L=00 #=0 HI=000000



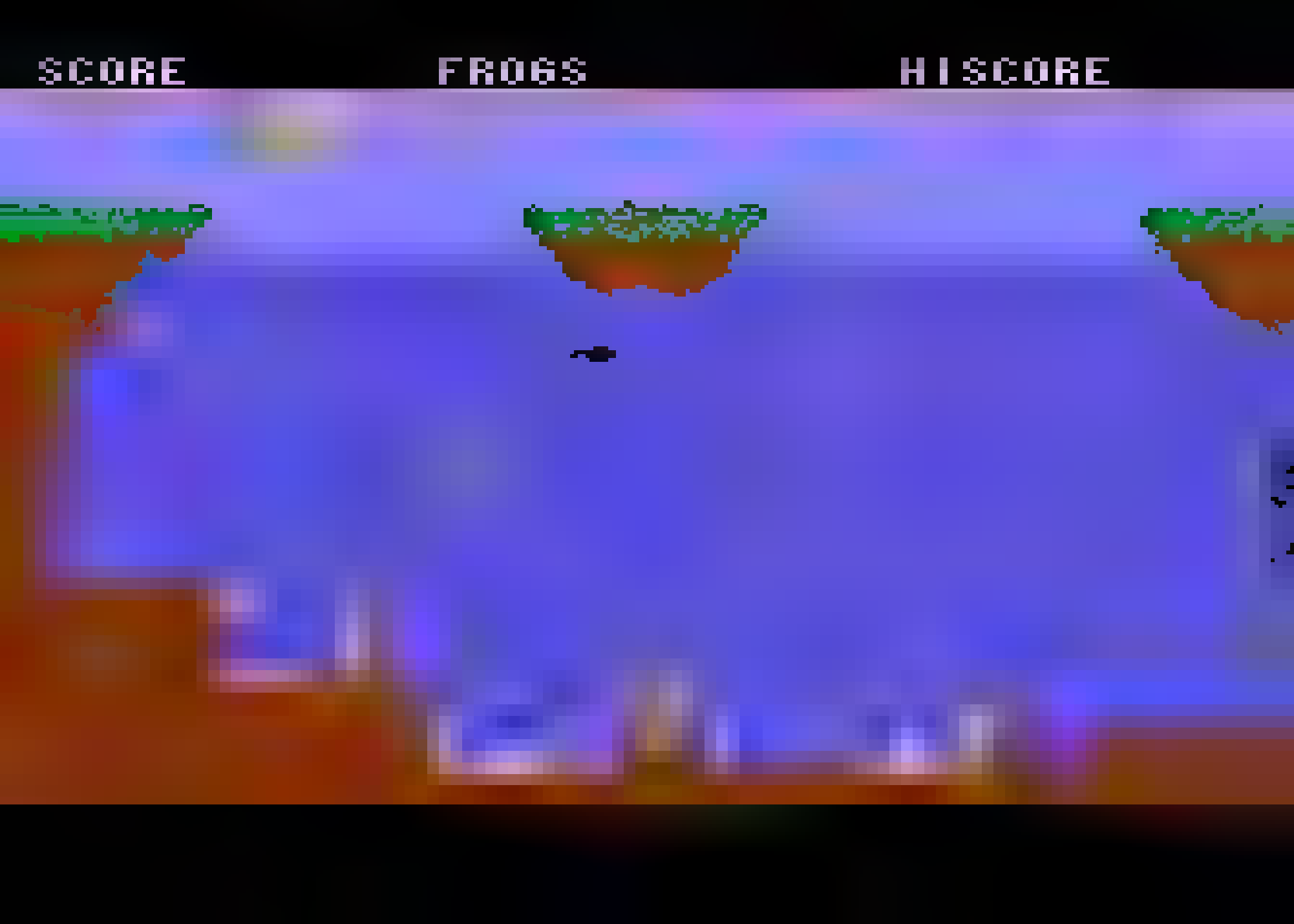









SOFTWARE
PRESENTS


SCORE
FROGS
HISCORE


SCORE 385 FROGS
HISCORE 38

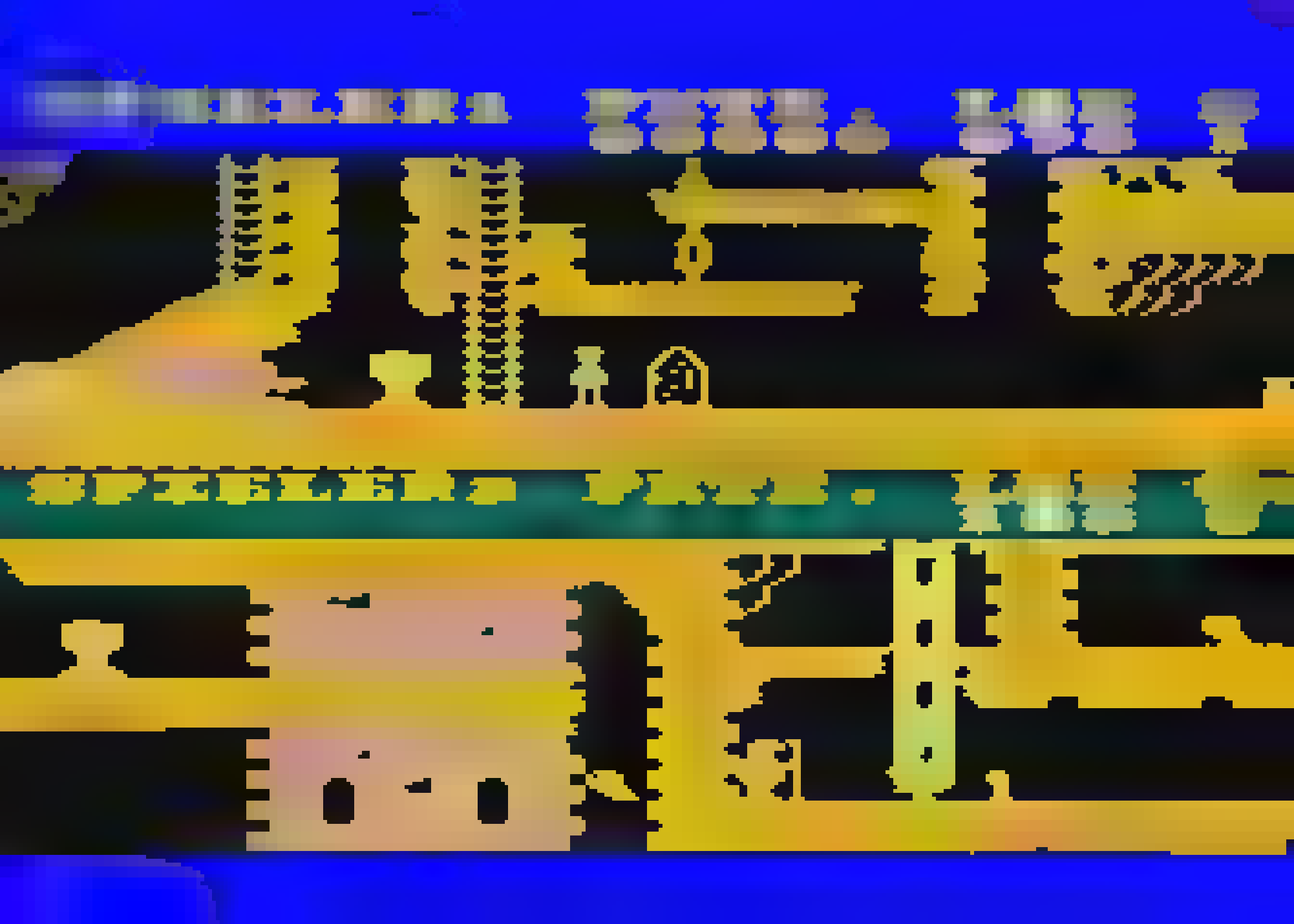
SAVAGE POND

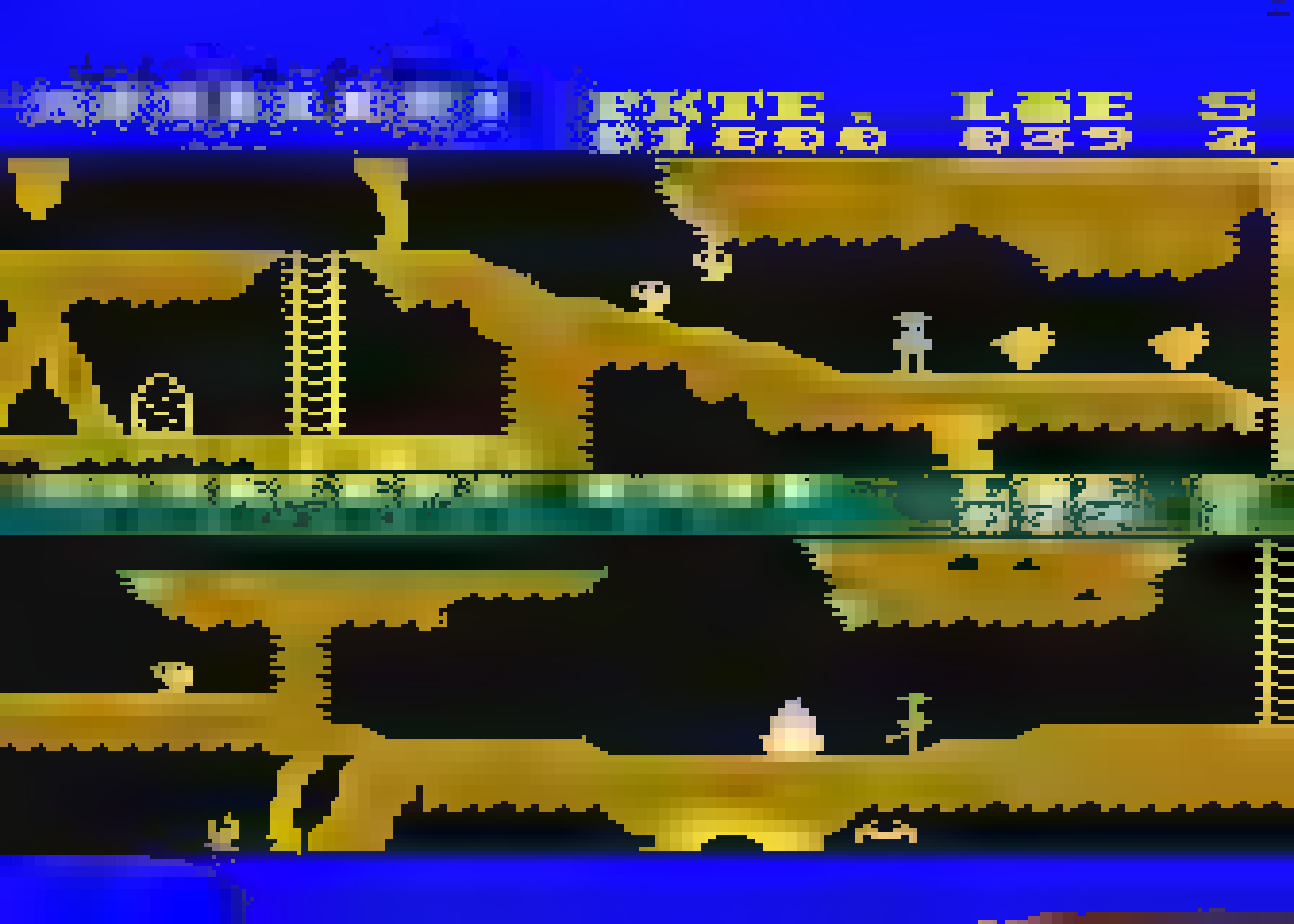


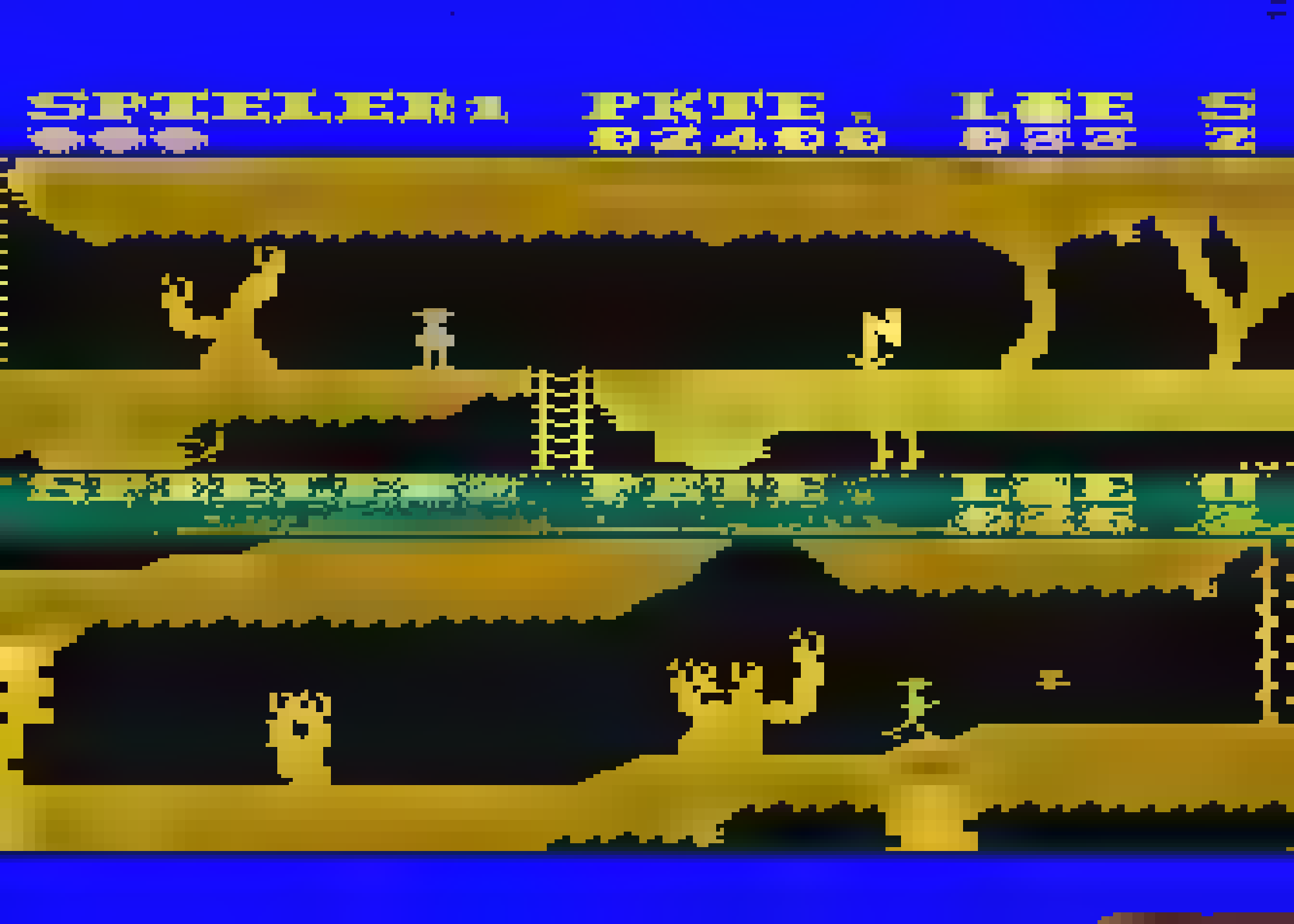
BY

[illegible]

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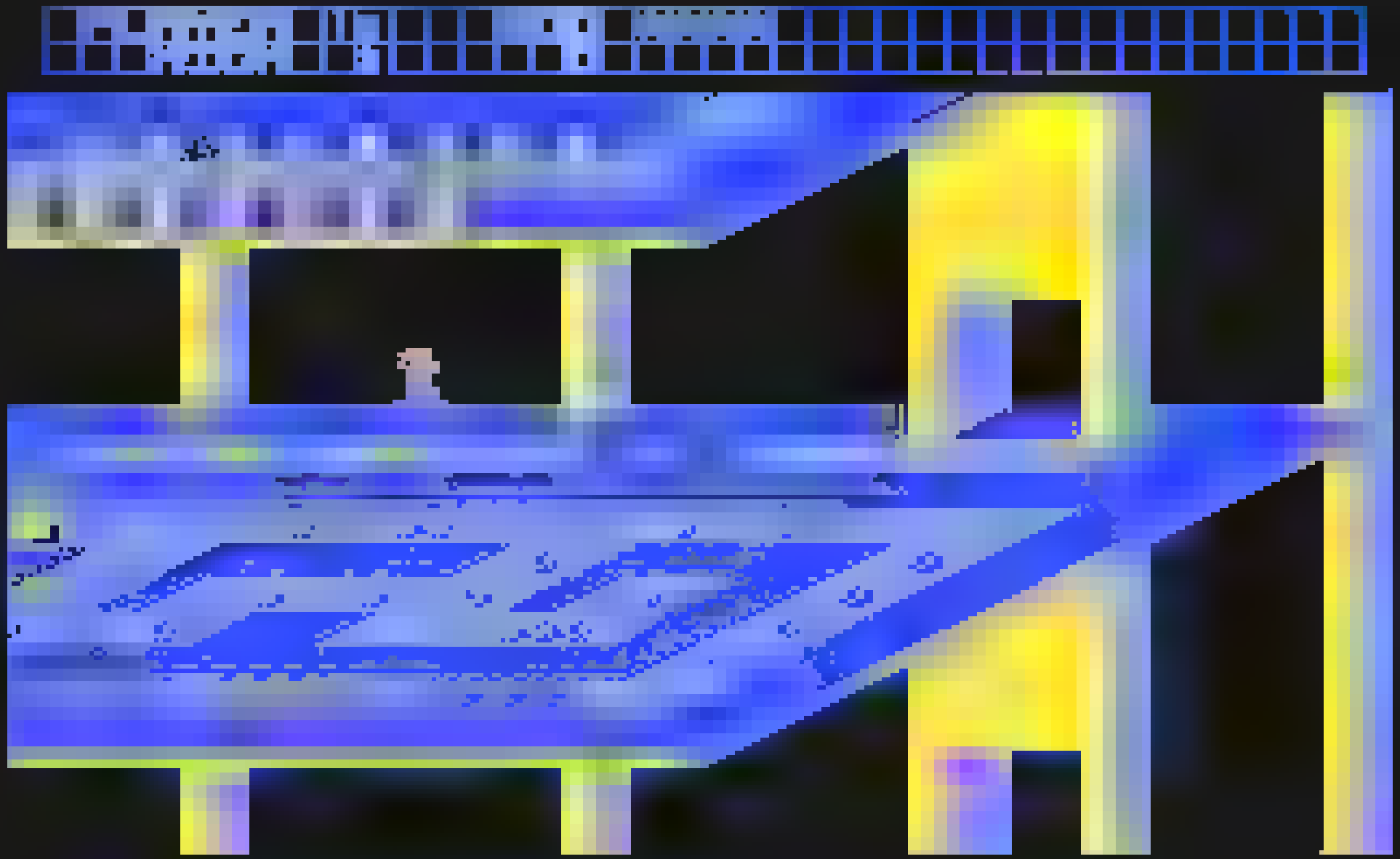


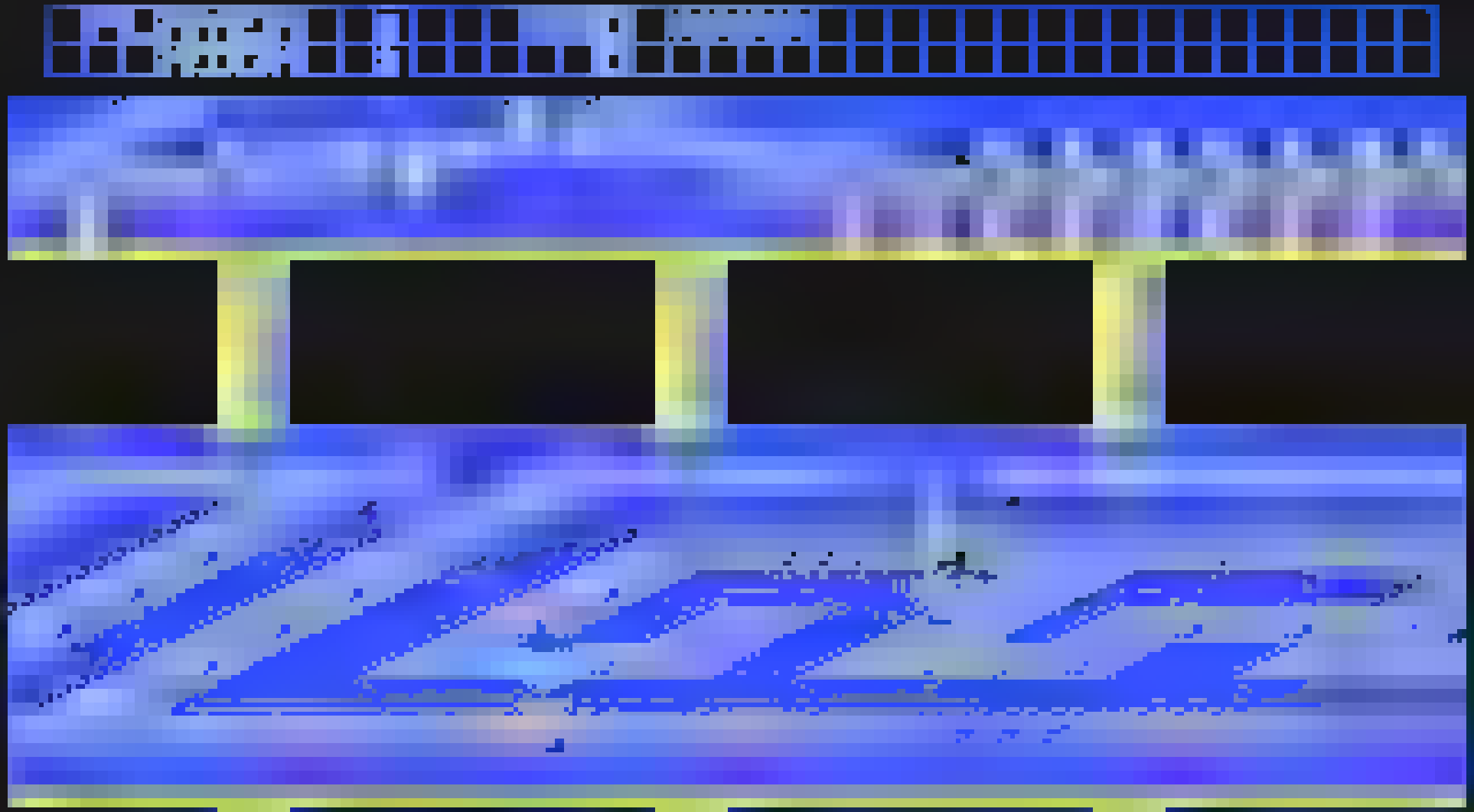

SPIELER:1 PKTE. LGE S
000 02400 022 2



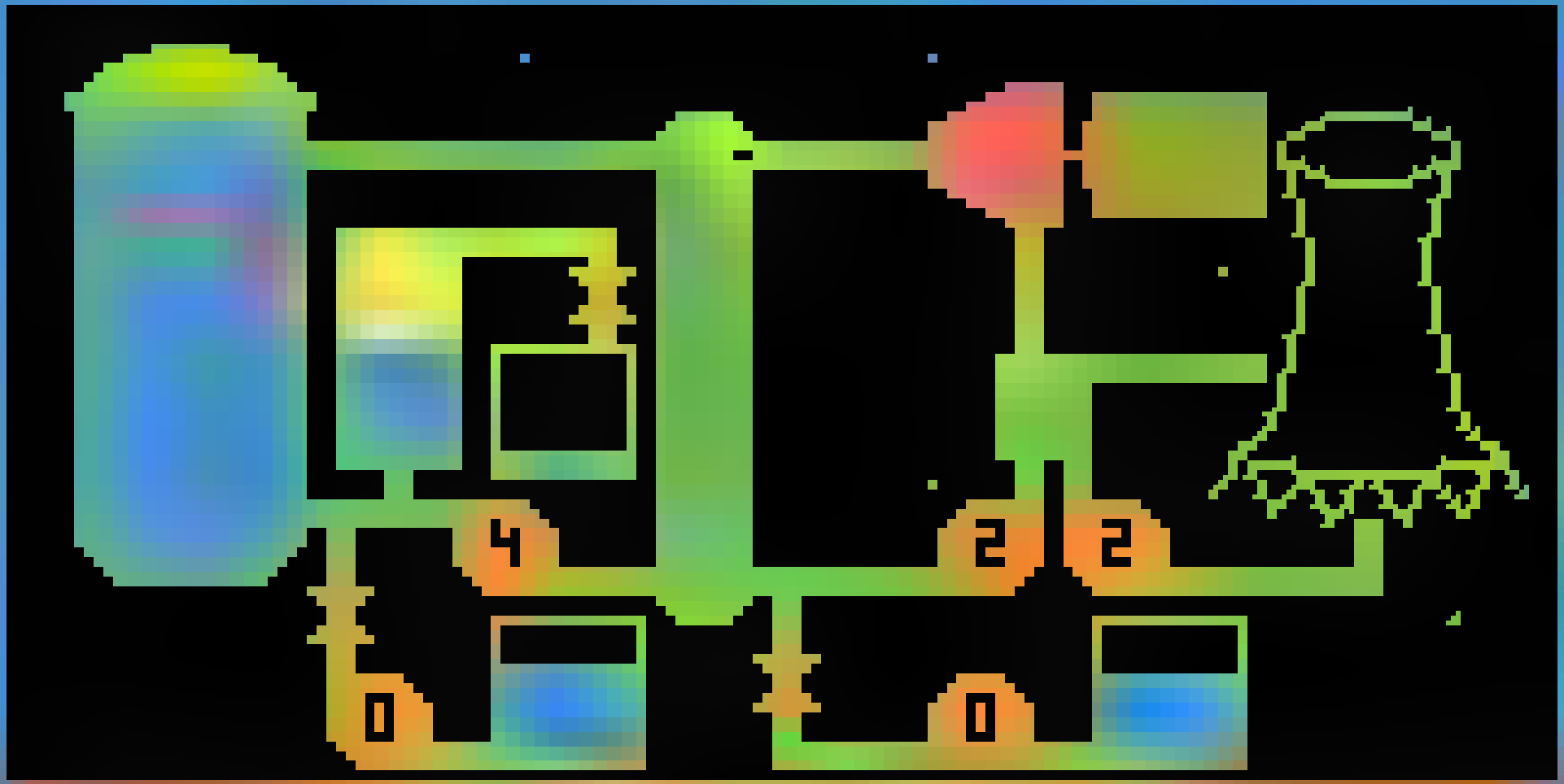
PRÄSENTIERT:

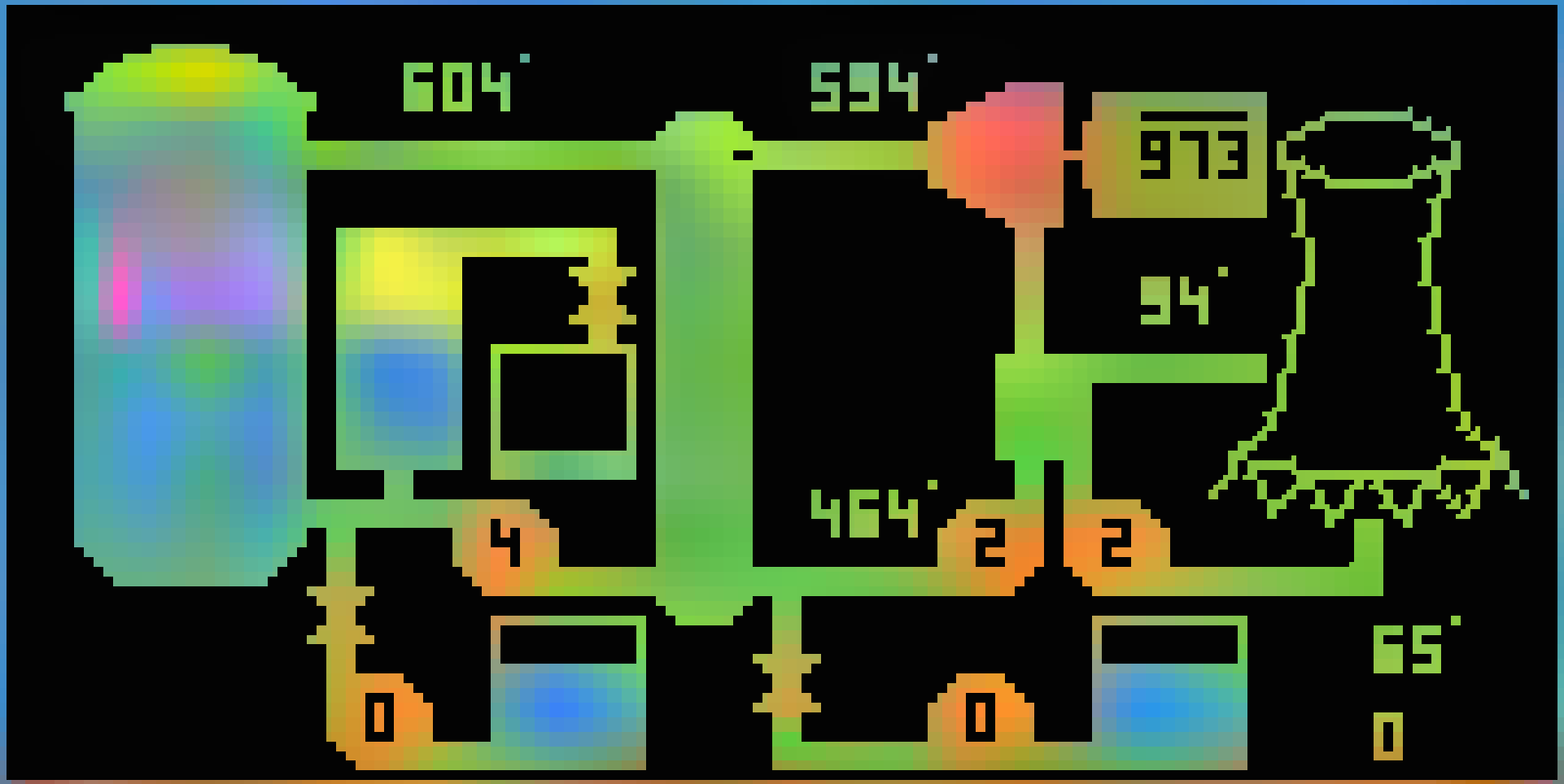
SCHRECKENSTEIN






GOLD LTD
PRESENTS
Scooter
By Frank Cohen


4
2
2
0
0


604
554
973
94
464
4
2
2
65
0
0
0


(R)
COPYRIGHT (C) 1980 ATARI


1 UP :0
HIGH SCORE
2 UP :0
SEA
BASS
BY =


1 UP 5
000100
HIGH SCORE
056230
2 UP 0
000000


1 UP
4
0550
HIGH SCORE
056230
2 UP
0


1 UP
HIGH SCORE
2 UP


1 UP :4
00650
HIGH SCORE
056230
2 UP :0
00000


SEA DRAGON
Version 2.0
By Russ Wetmore


MISSION ONE
0920
27
000100


(C) 1982 BRØDERBUND, INC.
000000
000000


SEAFOX BY ED HOBBS
000000
000000



ACTIVISION


SCORE
001500
RELOAD
TIME
80
SCORE


LEVEL
ADMIRAL
SEAWOLF II
HIGH
SCORE
000000
(C) (P) 1983 EPYX
(C) (P) 1983 BALLY/MIDWAY
SCORE
000000
TIME
99
SCORE




Serpentine
Level 2
000400


SERPENTINE
BRODERBUND SOFTWARE

TITLE: CAPTAIN

LEVEL: MASTER



TITLE: CAPTAIN

LEVEL: MASTER



MAR. — 1492

YOUR EXPEDITION IS ABOARD 4 SHIPS.

SPEED: HALF

DEPTH: SHALLOW

MAR. — 1492

EXPEDITION IS ON LAND!



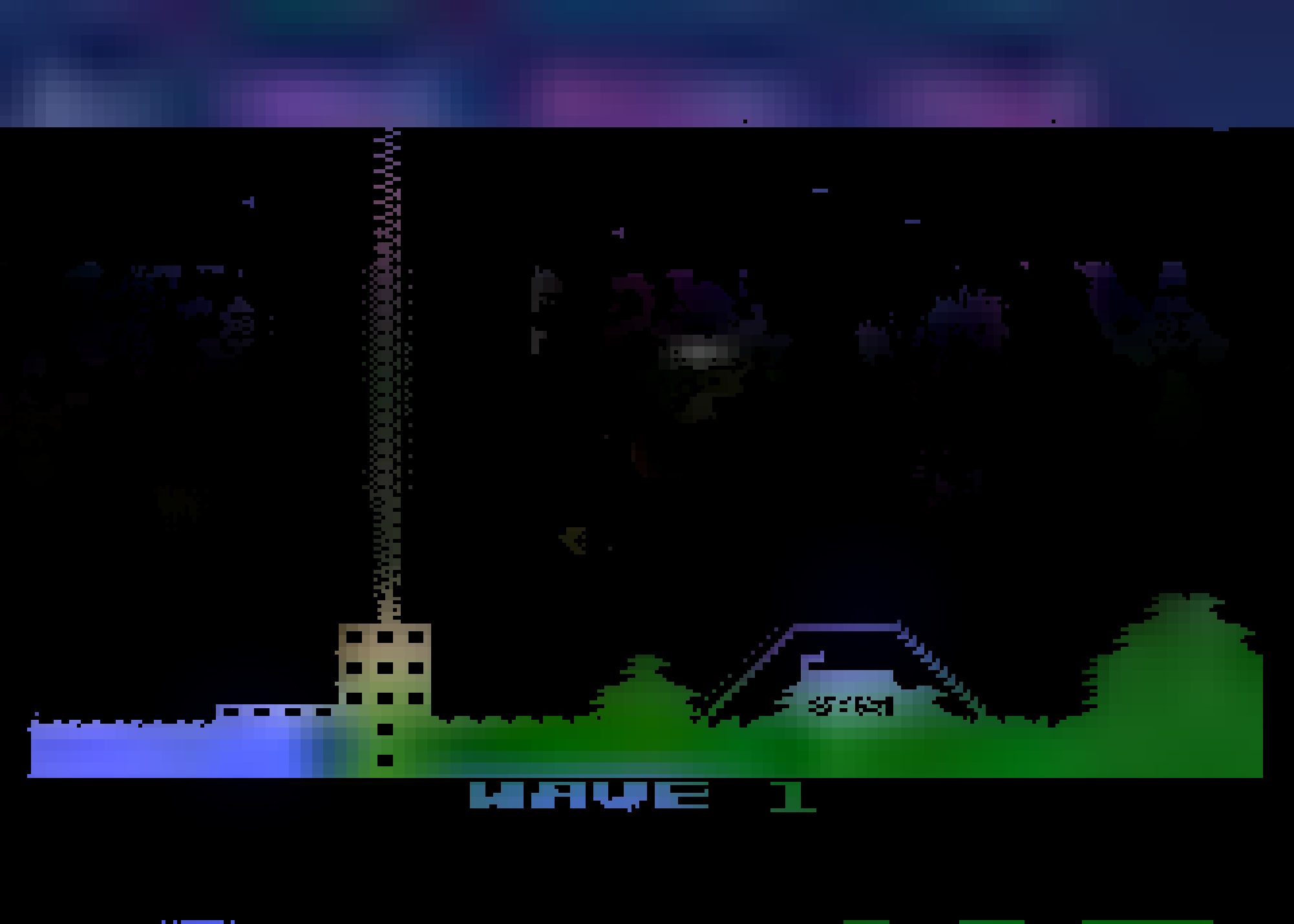
PACE; CAUTIOUS

Seven Cities of Gold

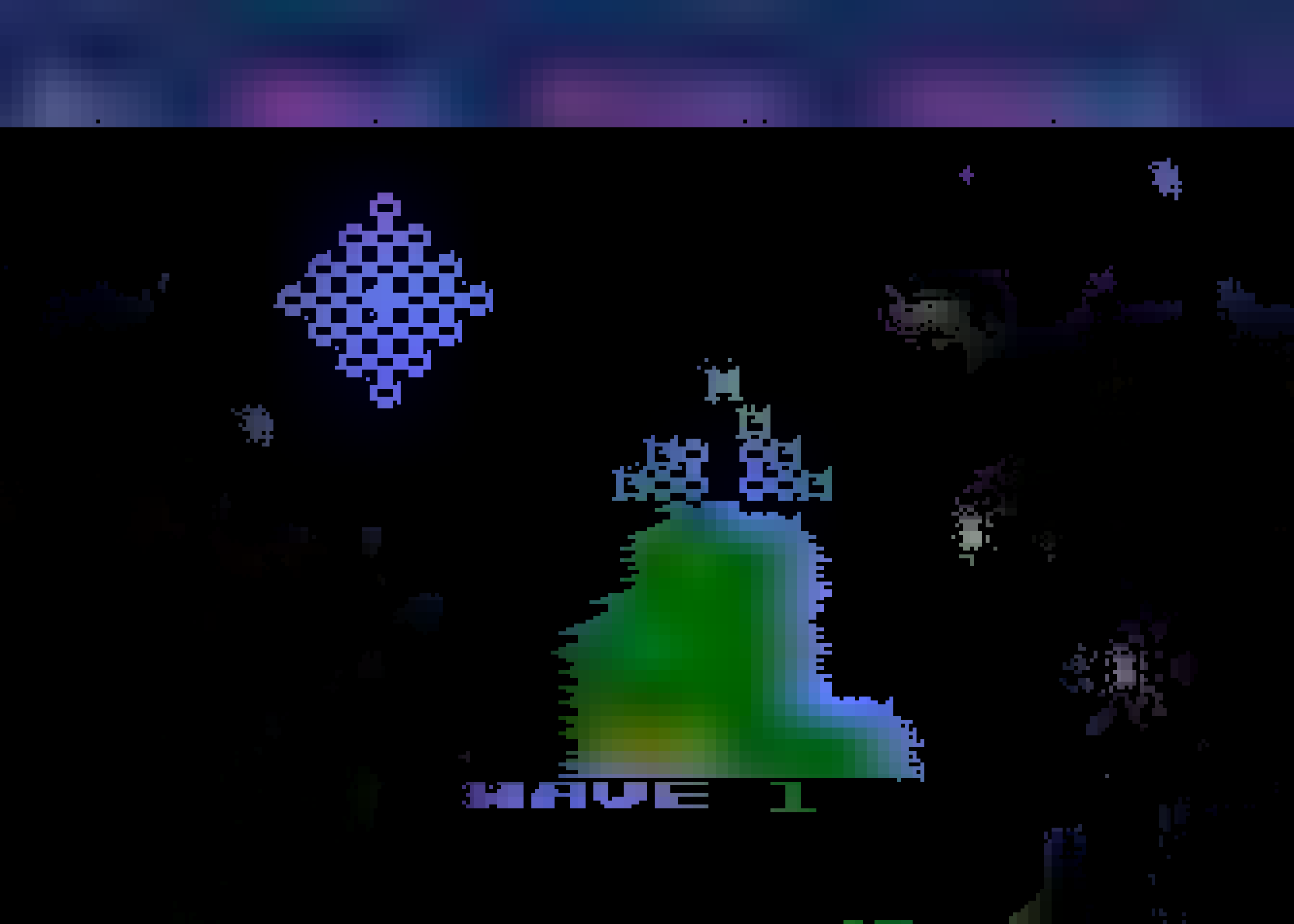
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PRESS [RETURN] TO CREATE AN OPTIONS DISK
PRESS [ESC] TO USE THE DISK THAT CAME


WAVE 1


WAVE 1

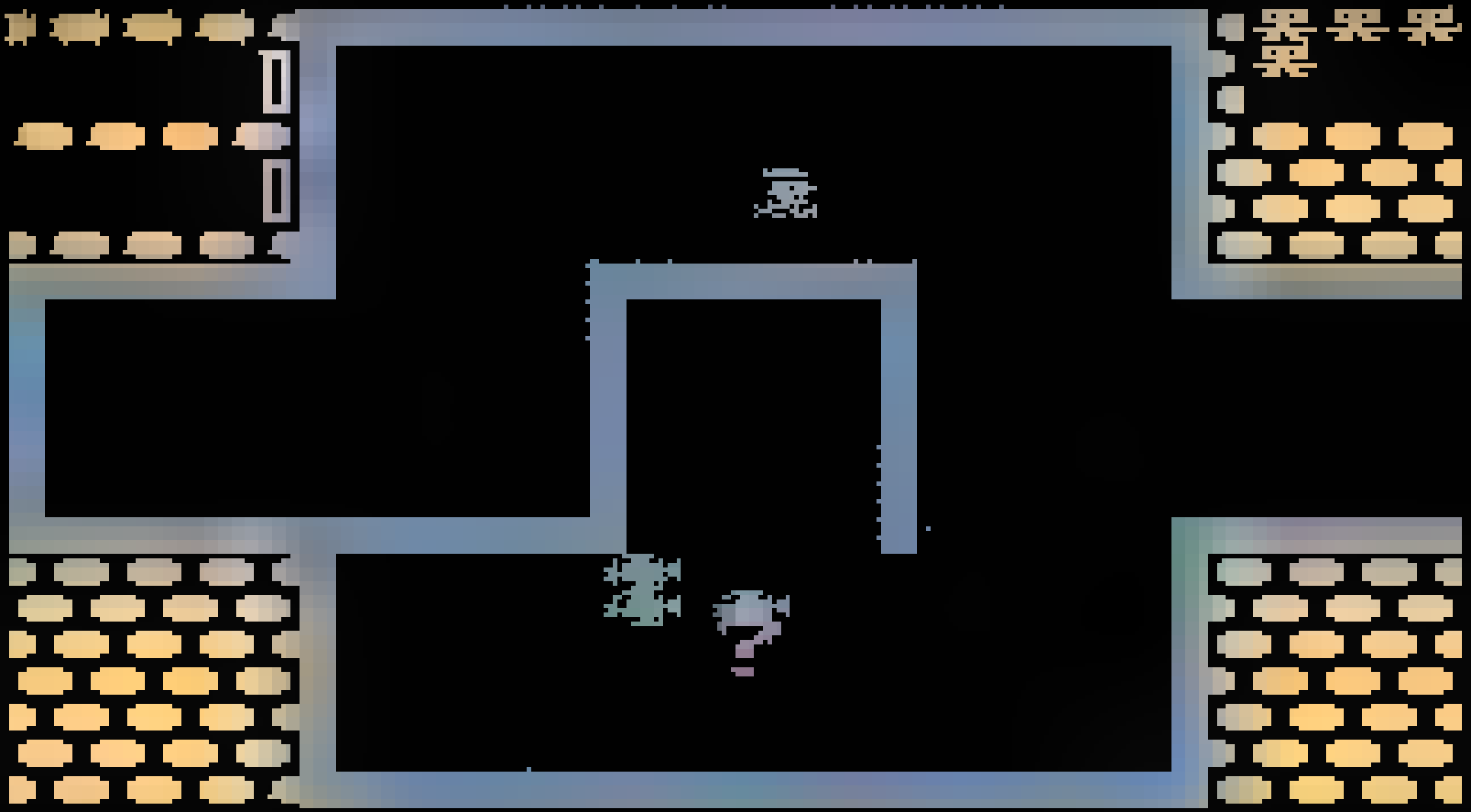



WAVE 1

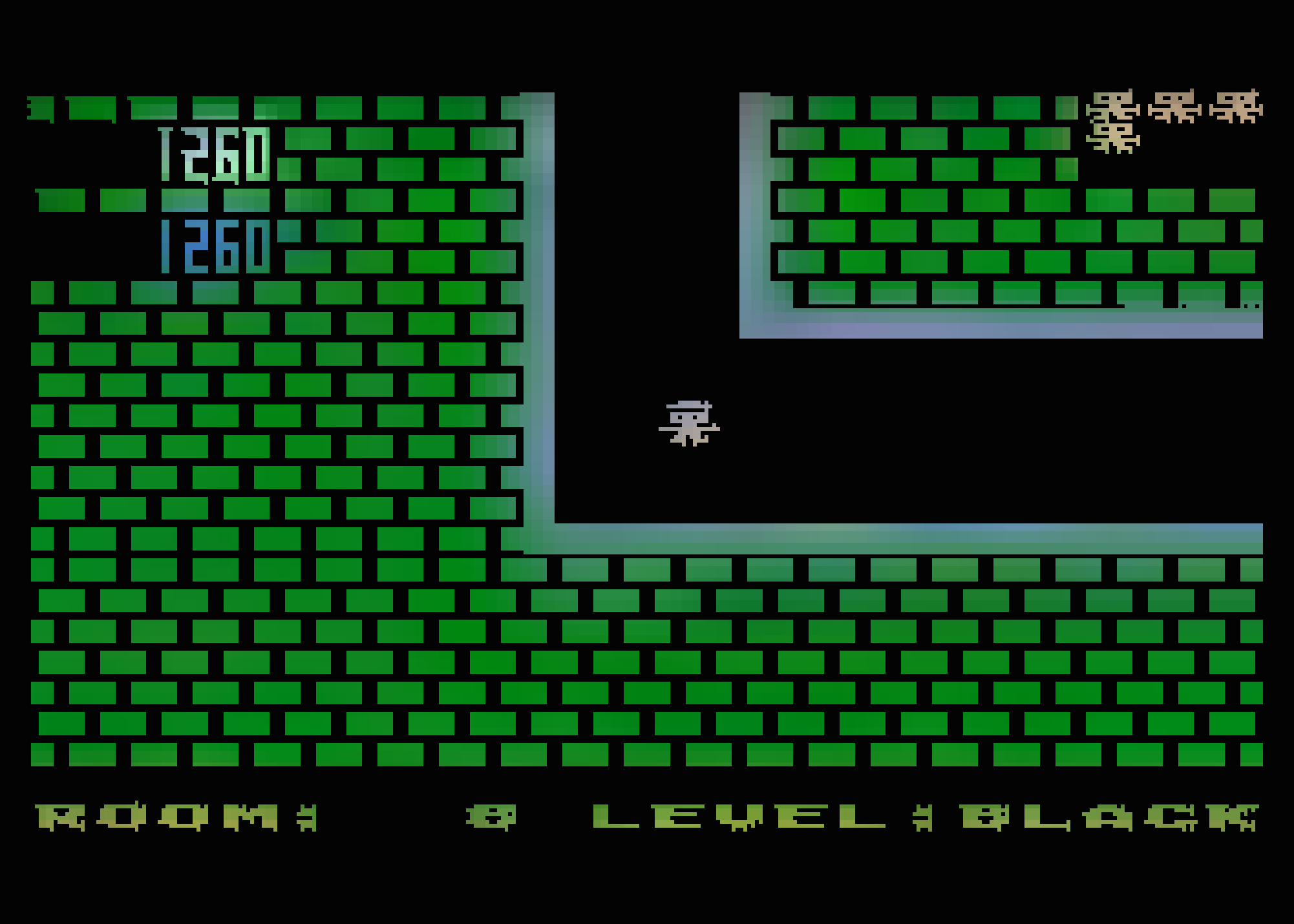

SHADOW
WORLD

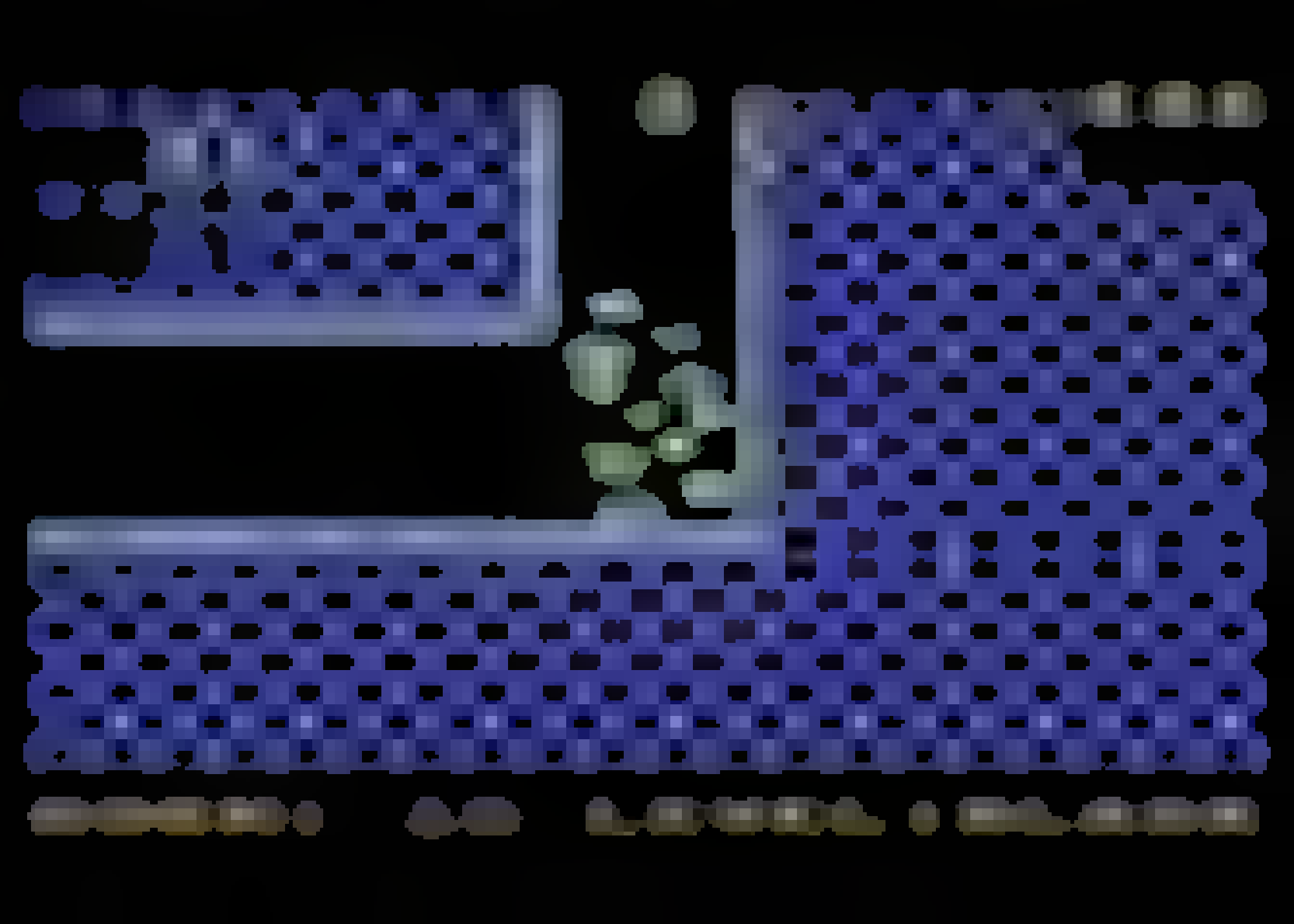


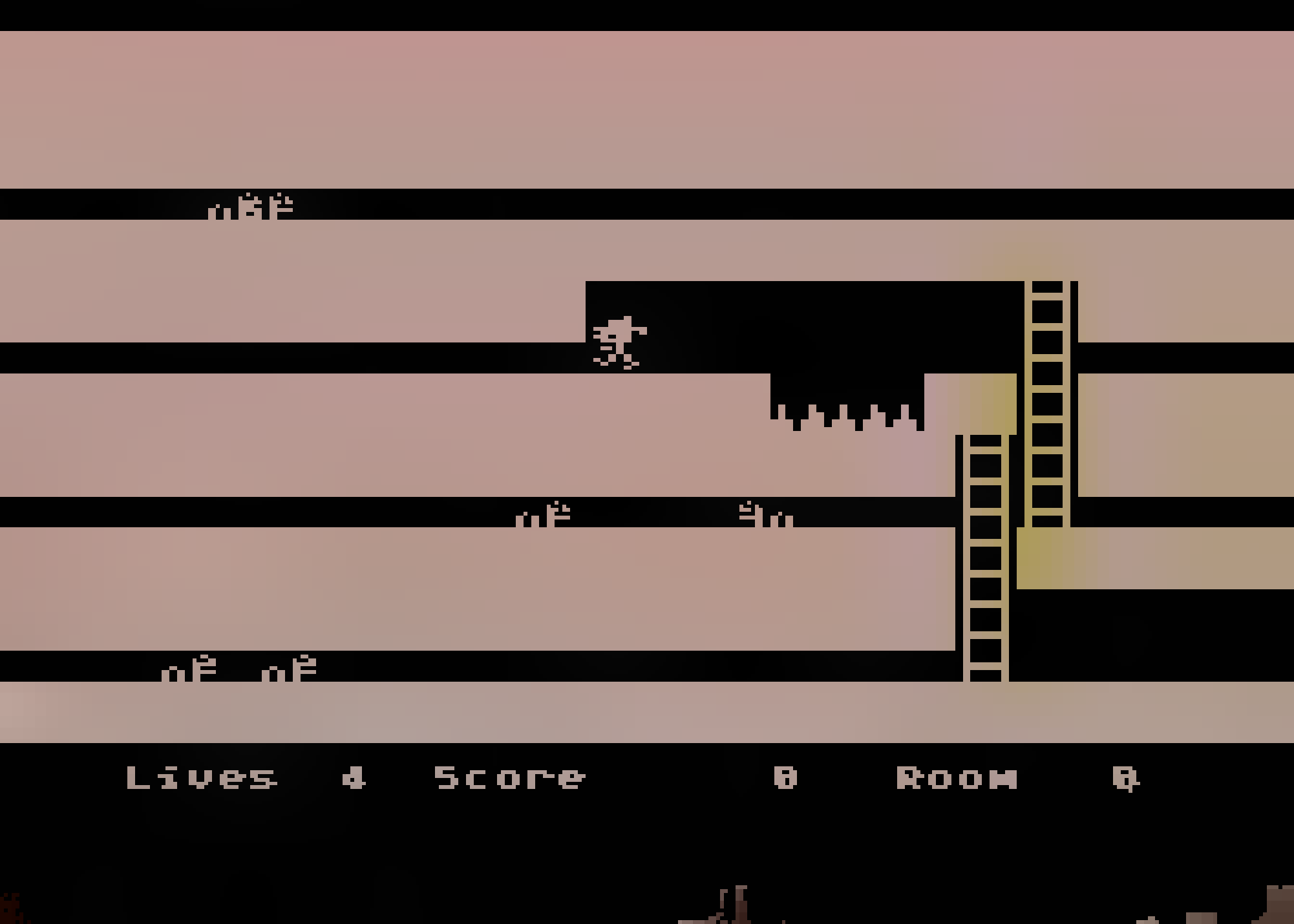




ROOM: 0 LEVEL: BLACK


1260
1260
ROOM: 8 LEVEL: BLACK




Lives 4 Score 0 Room 0


Lives 4 Score 15 Room 2

SAMUS CASE II

BY

WILLIAM MATAGA

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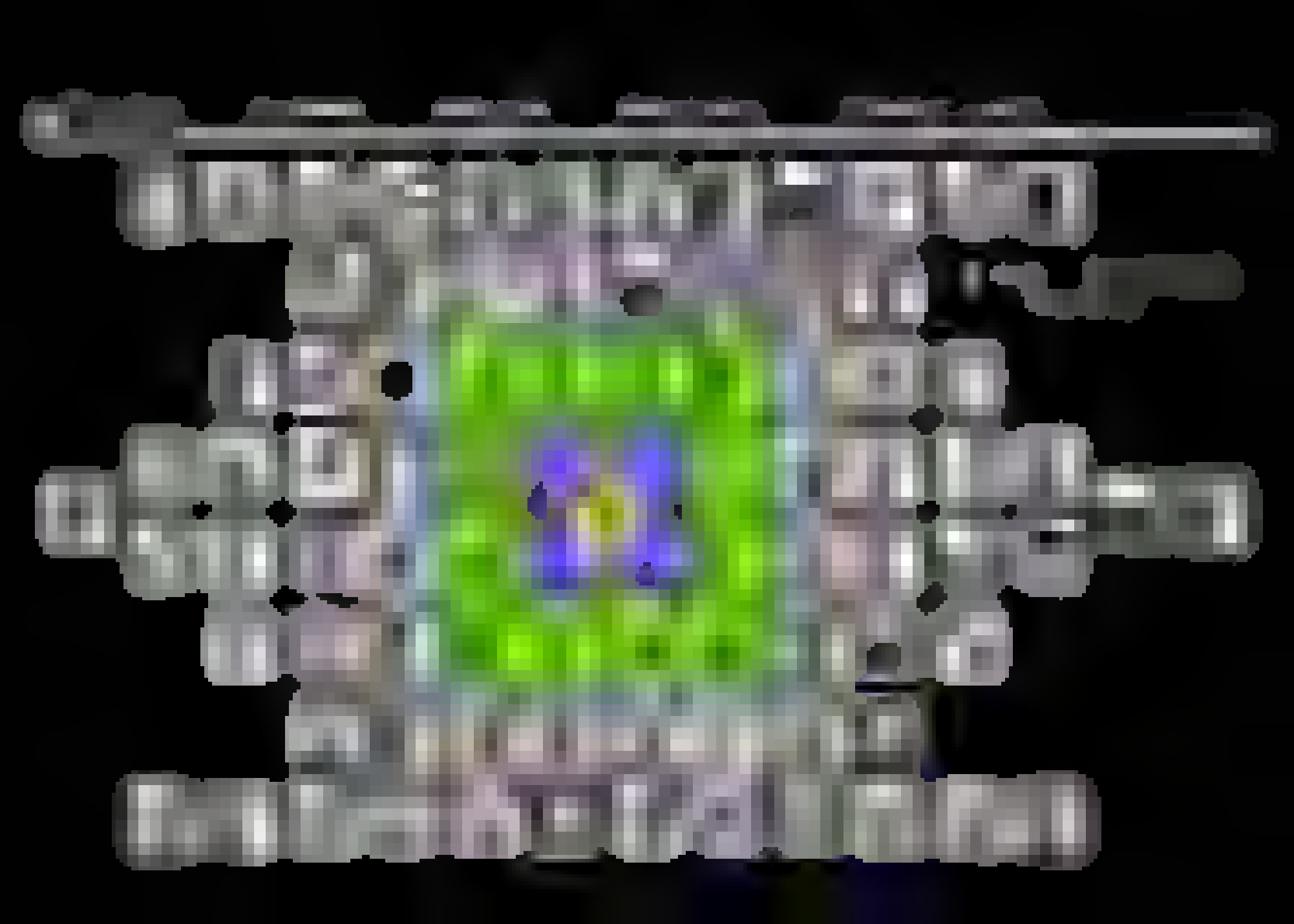
NOVICE

SHAMUS

BY

WILLIAM MATAGA

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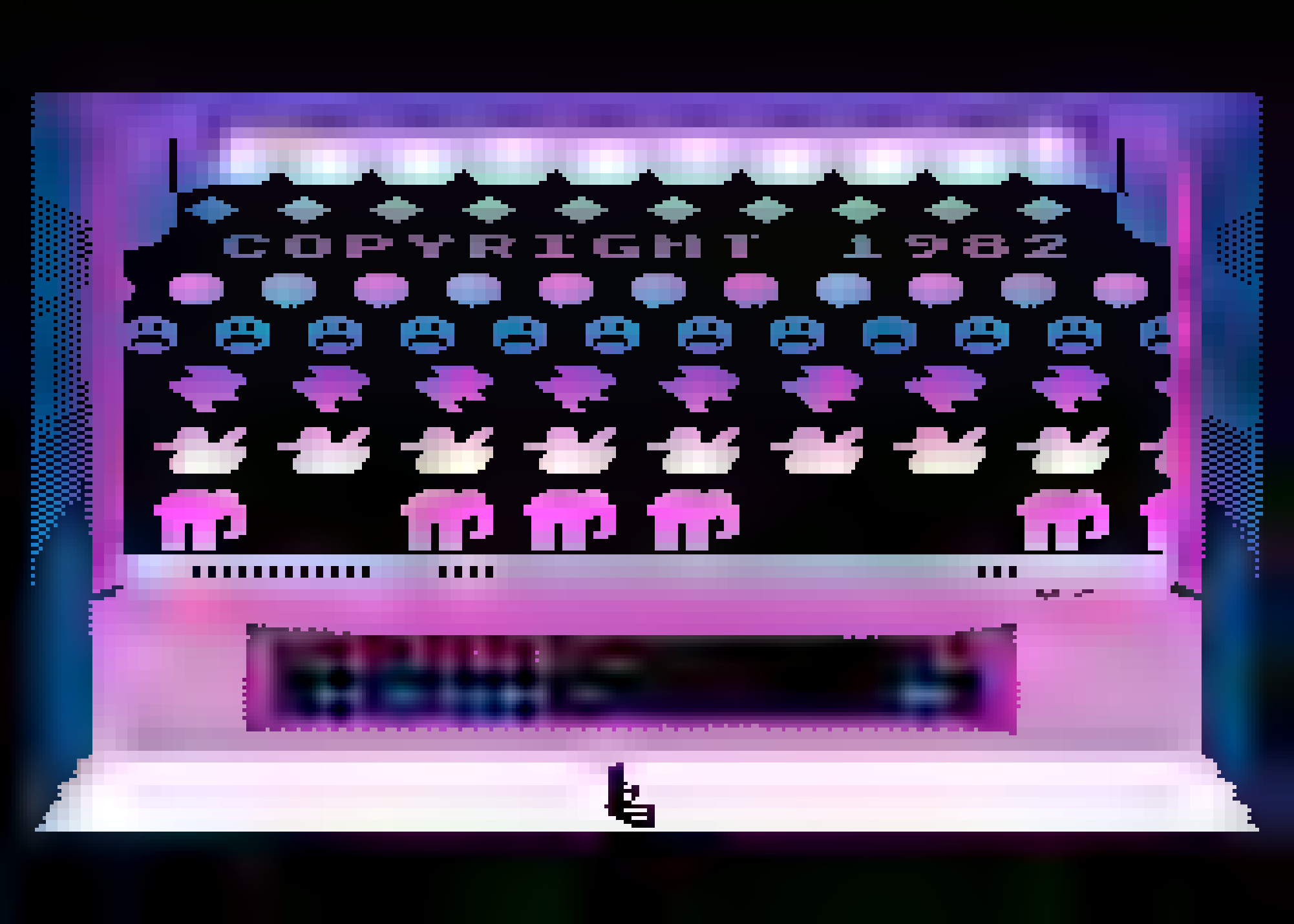


SHANGHAI™

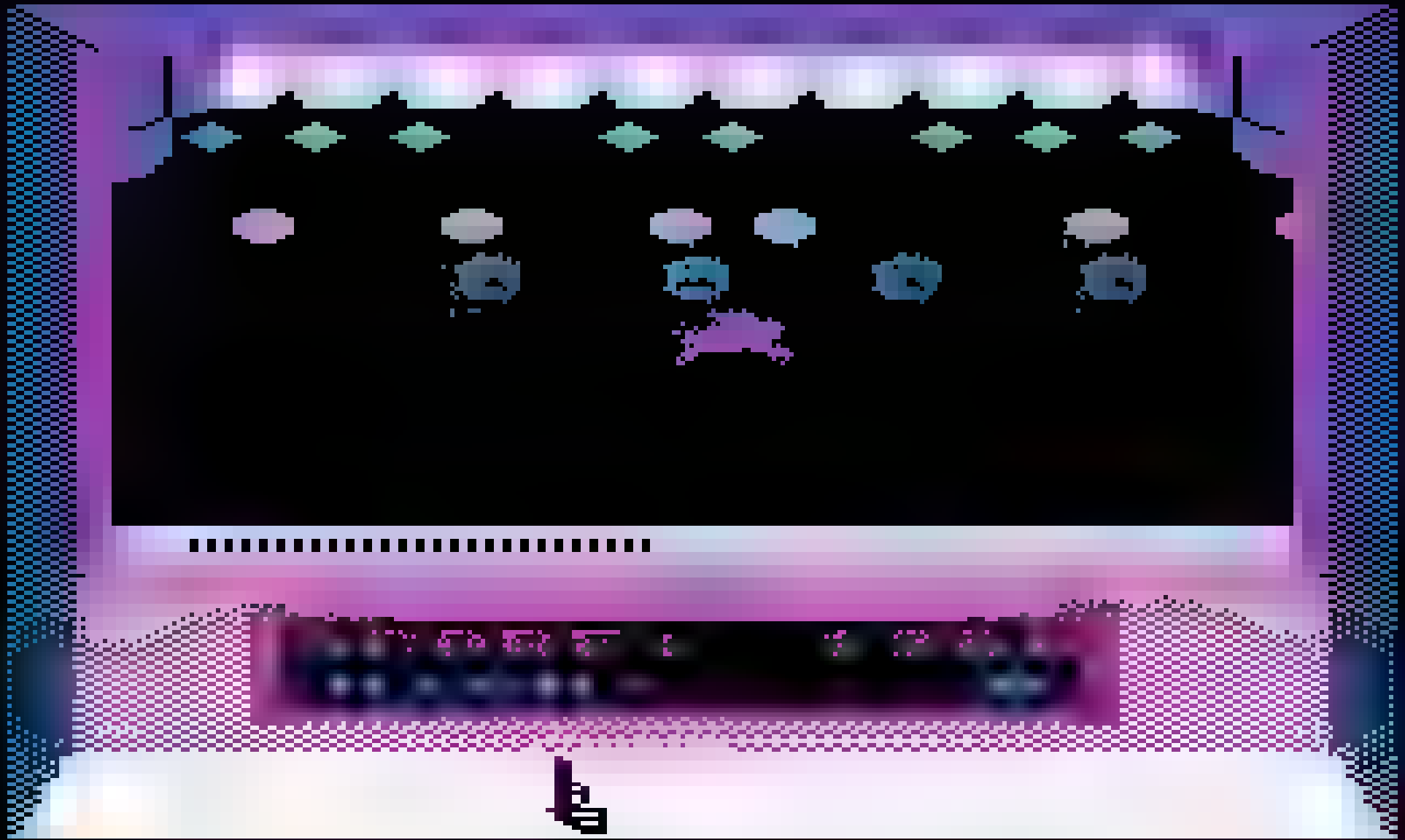


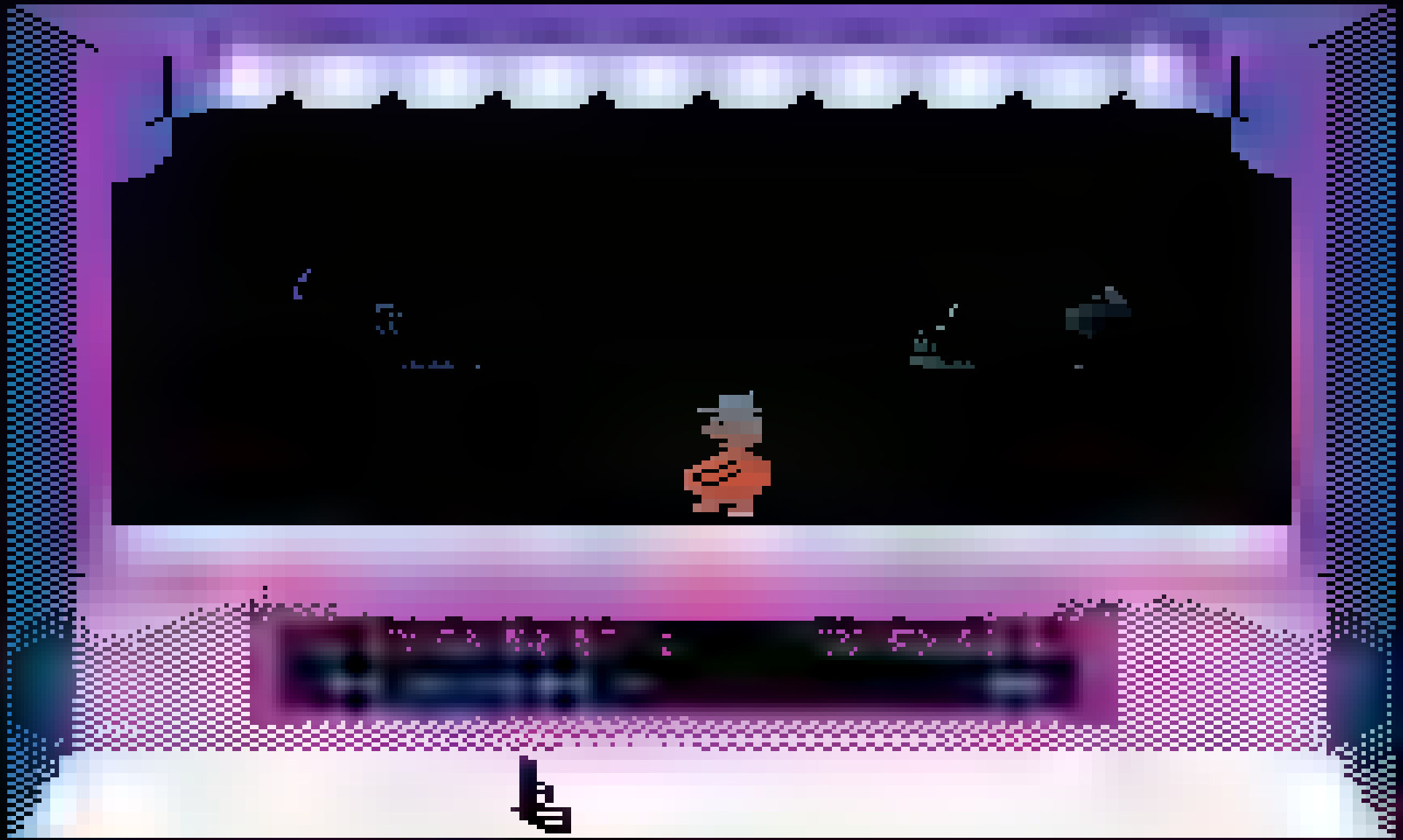
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written by: Peter Sabath

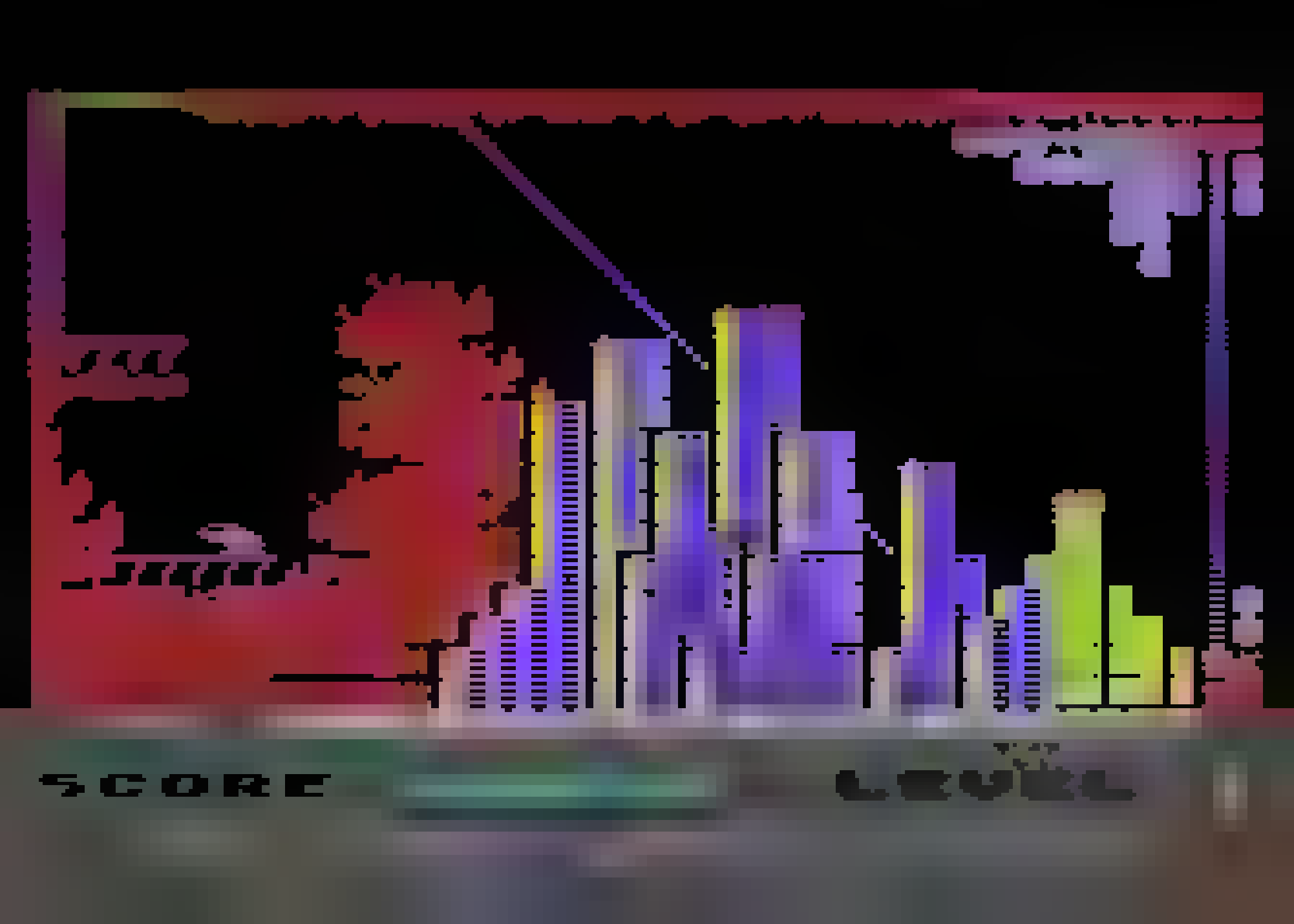

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SCORE
LEVEL



SCORE 0001800 FUEL LIVES


SCORE
LEVEL

SIDEWINDER II

Coding By

Anthony Wilson & Russell Knight,
Arena Developments,
Music By Oral Cornelius,
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PRESS FIRE TO PLAY

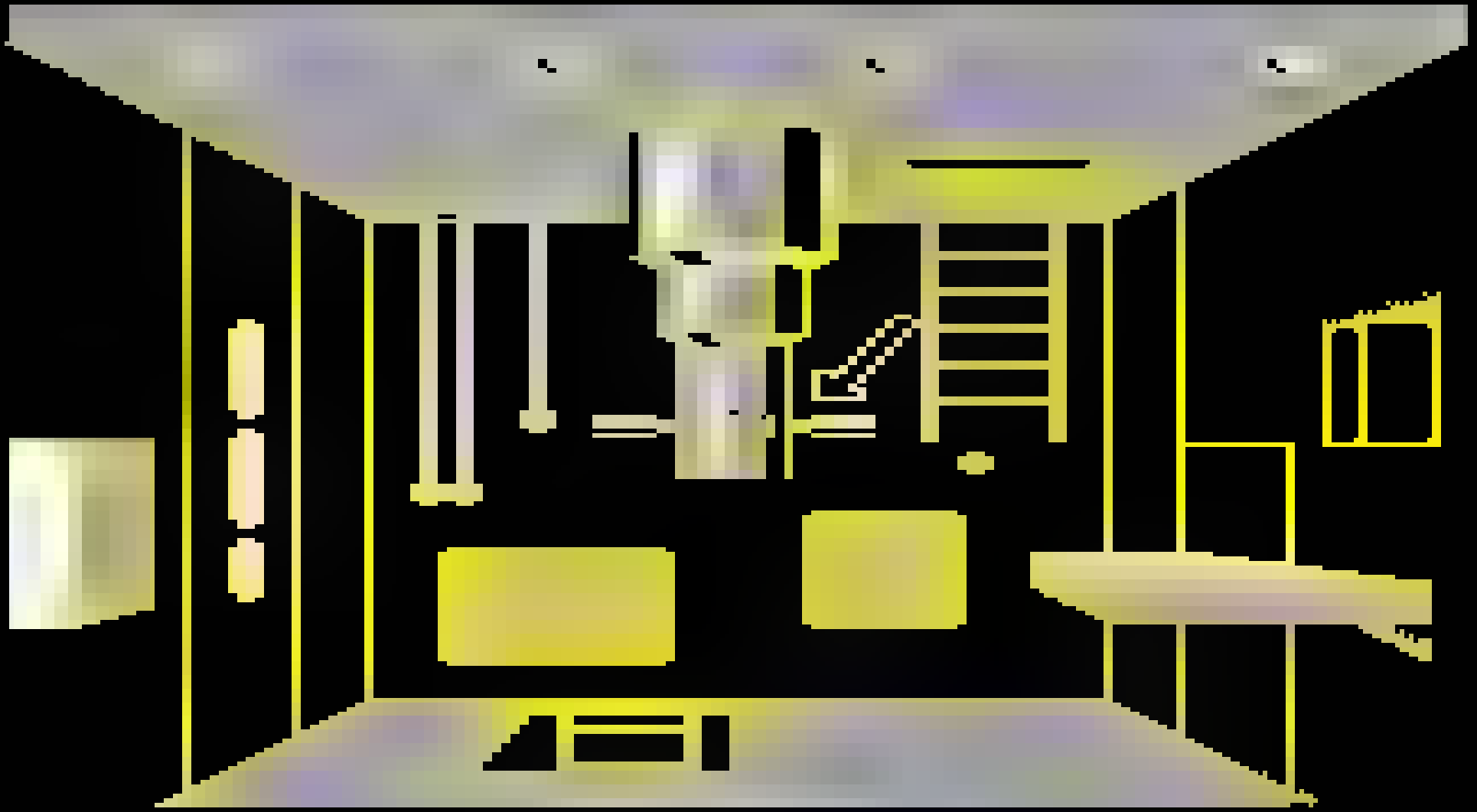
A.W.A. DEVELOPMENTS PRODUCTION

FuTuraWare

PRESENTS

SIDEWINDER




USE SCOPE

SILENT SERVICE

THE SUBMARINE SIMULATION

BY

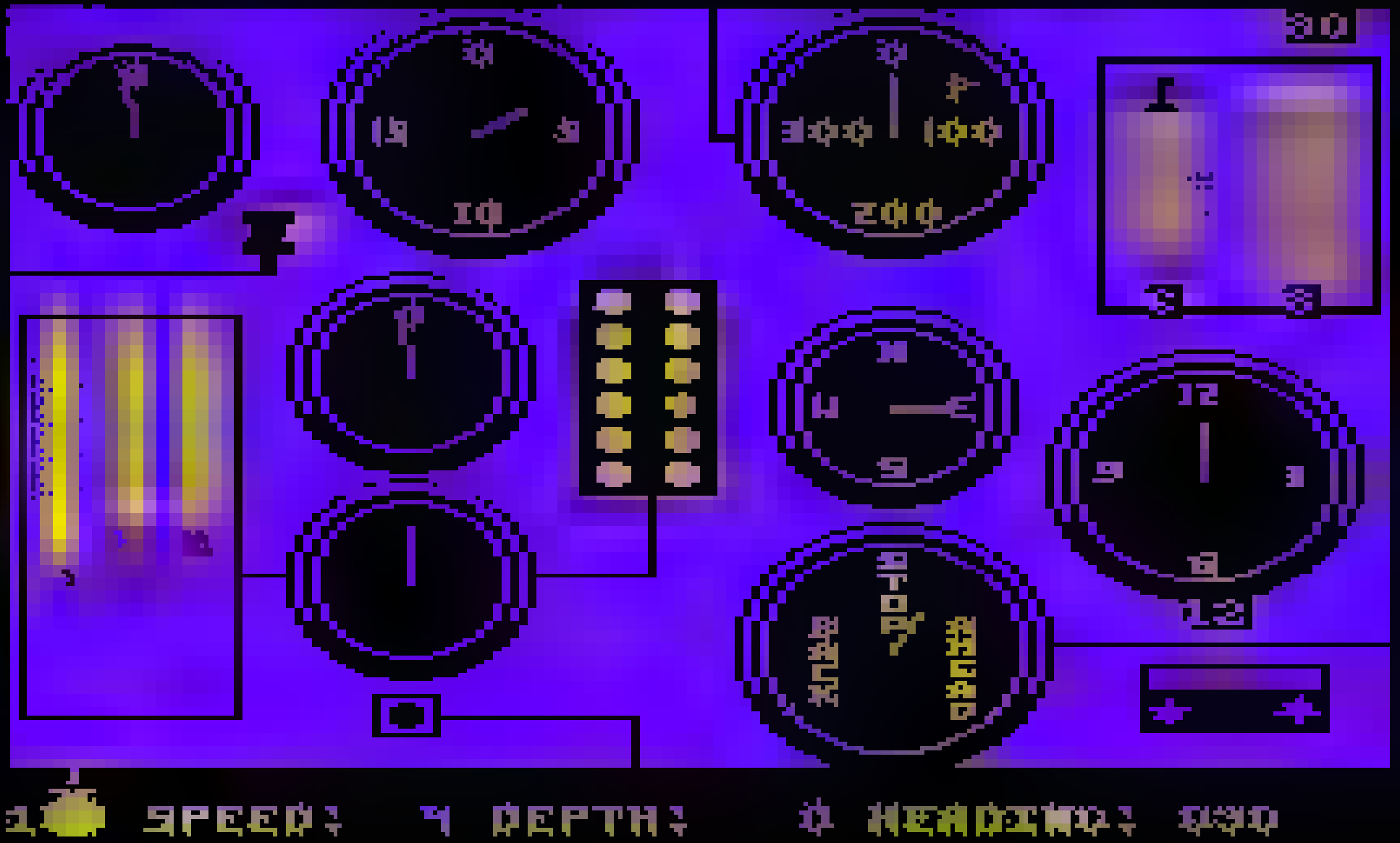
SID MEIER

ATARI VERSION BY
KIMBALL DON MASTELLER

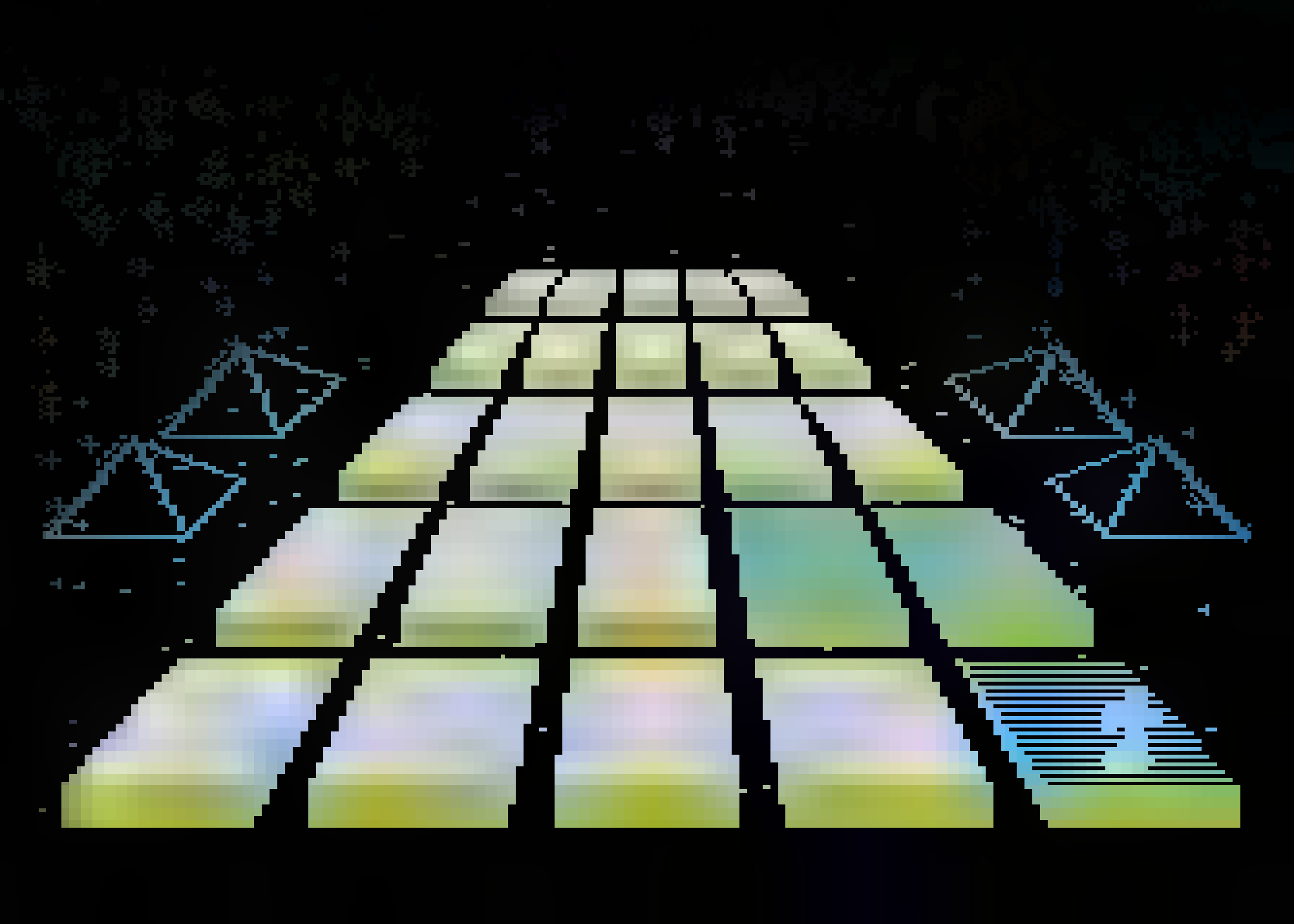
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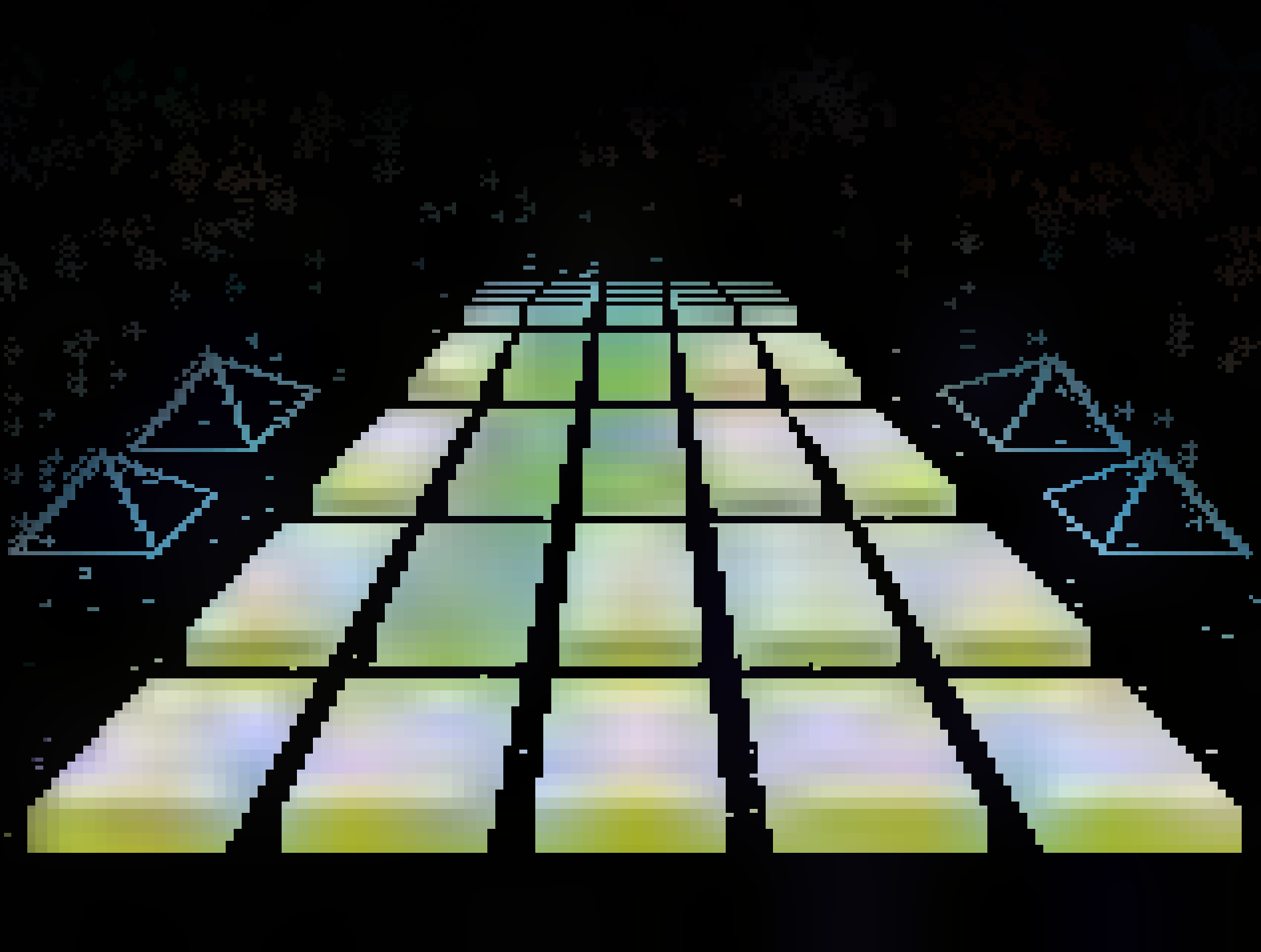
OTHER MICROPROSE SIMULATIONS

ACROJET
F-15 STRIKE EAGLE
SOLO FLIGHT
CRUSADE IN EUROPE
GUNSHIP

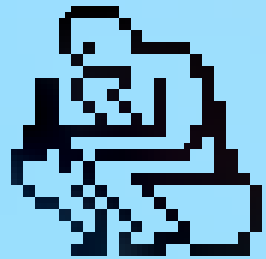

STOP
SLOW
FULL
SPEED:
DEPTH:
HEADING:


SILENT
SERVICE
THE SUBMARINE SIMULATION

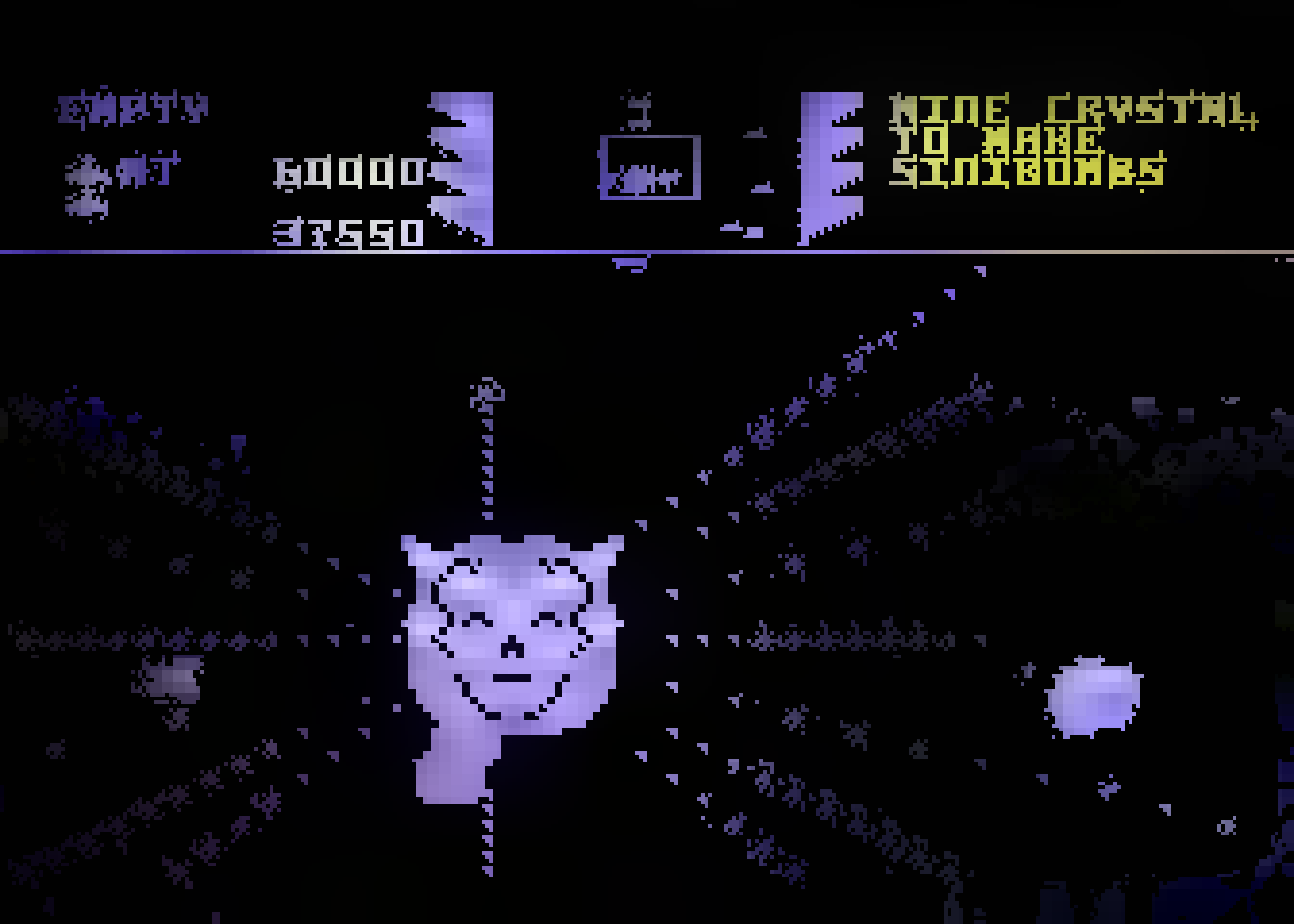




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MINE CRYSTAL
TO MAKE
SINIBOMBS

SINISTAR

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SIXGUN SHOOTOUT
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STRATEGIC SIMULATIONS, INC.
VERSION 1.0

A) NEW GAME SAVED GAME

B) MODE: COMPUTER BAD GUYS

SCENARIOS
C) GUNFIGHT AT THE O.K. CORRAL
D) THE GOOD, THE BAD, THE UGLY
E) RIO BRAVO
F) SHOOTOUT AT STINKING SPRING
G) THE BATTLE OF INGALLS
H) THE DALTONS' DEMISE
I) EL SIETTE MAGNIFICO
J) NORTHFIELD NIGHTMARE
K) THE TREEING OF PLACID
L) INDIAN RAID

PRESS A-L TO CHANGE SETUP OR THE SPACE BAR TO BEGIN

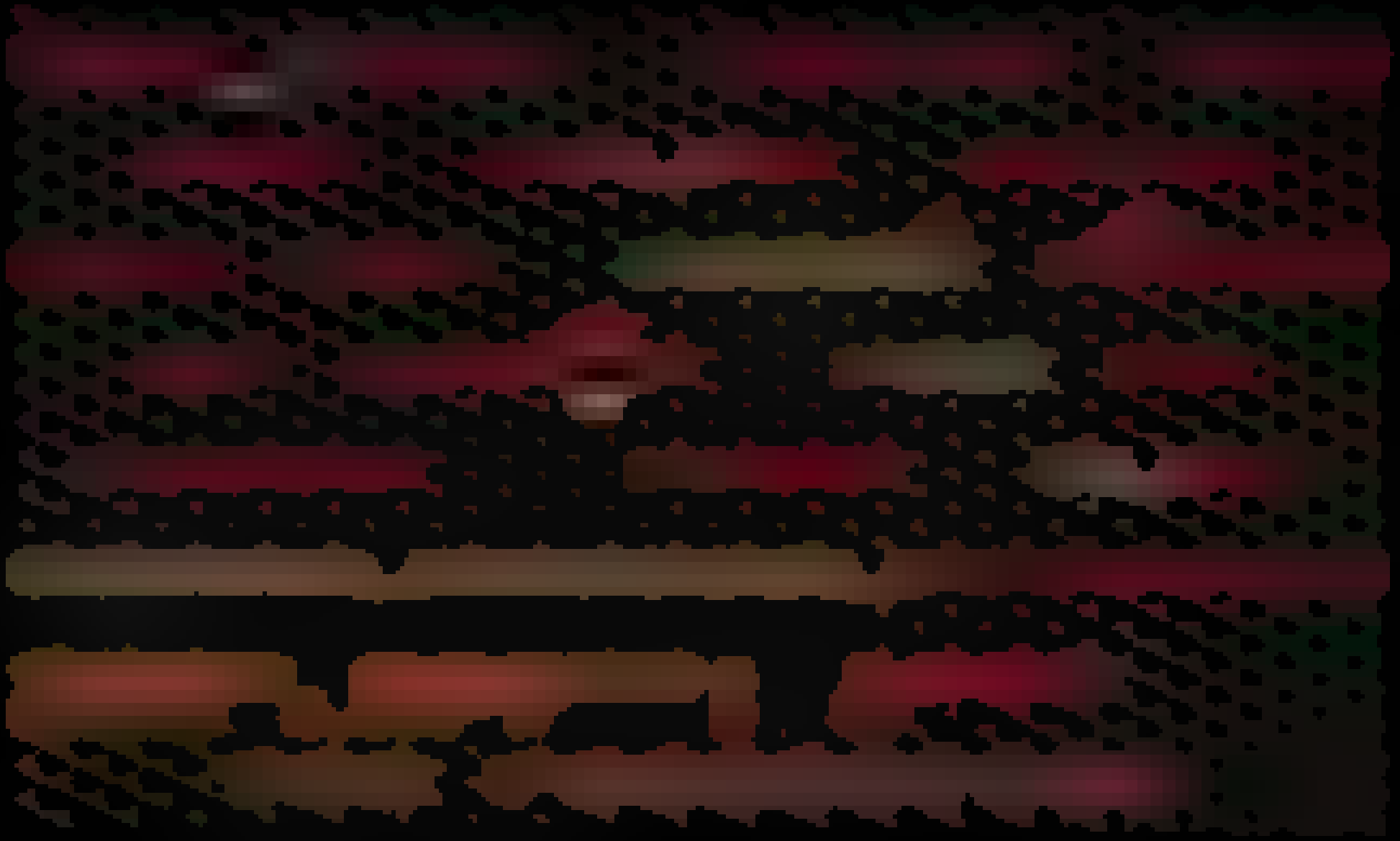



SKY BLAZE
BY TONY SUZUKI

SKY BLAZER

by Tony Suzuki

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M.U.S.H.A. Users Group presents

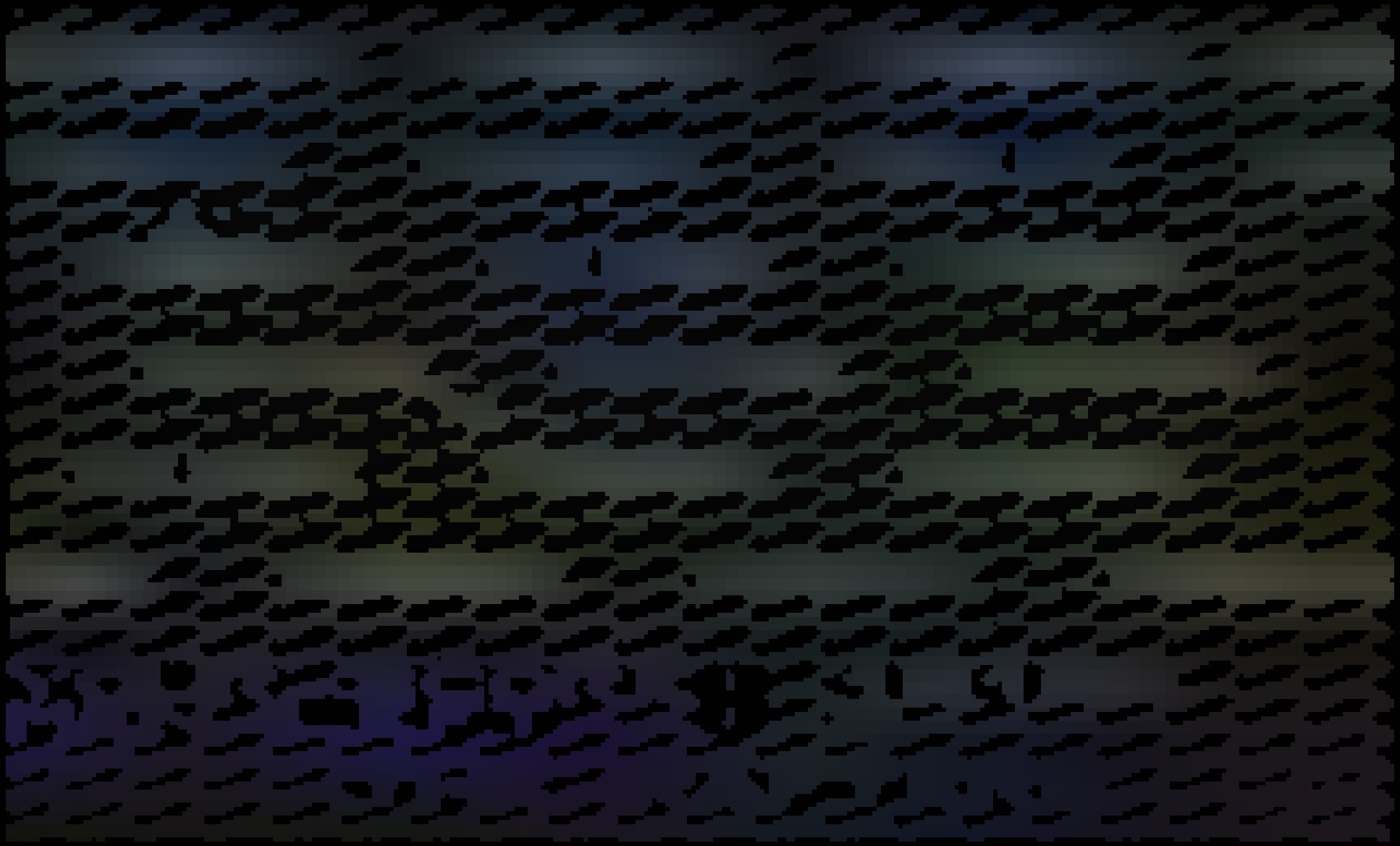
SKY SCRAPER

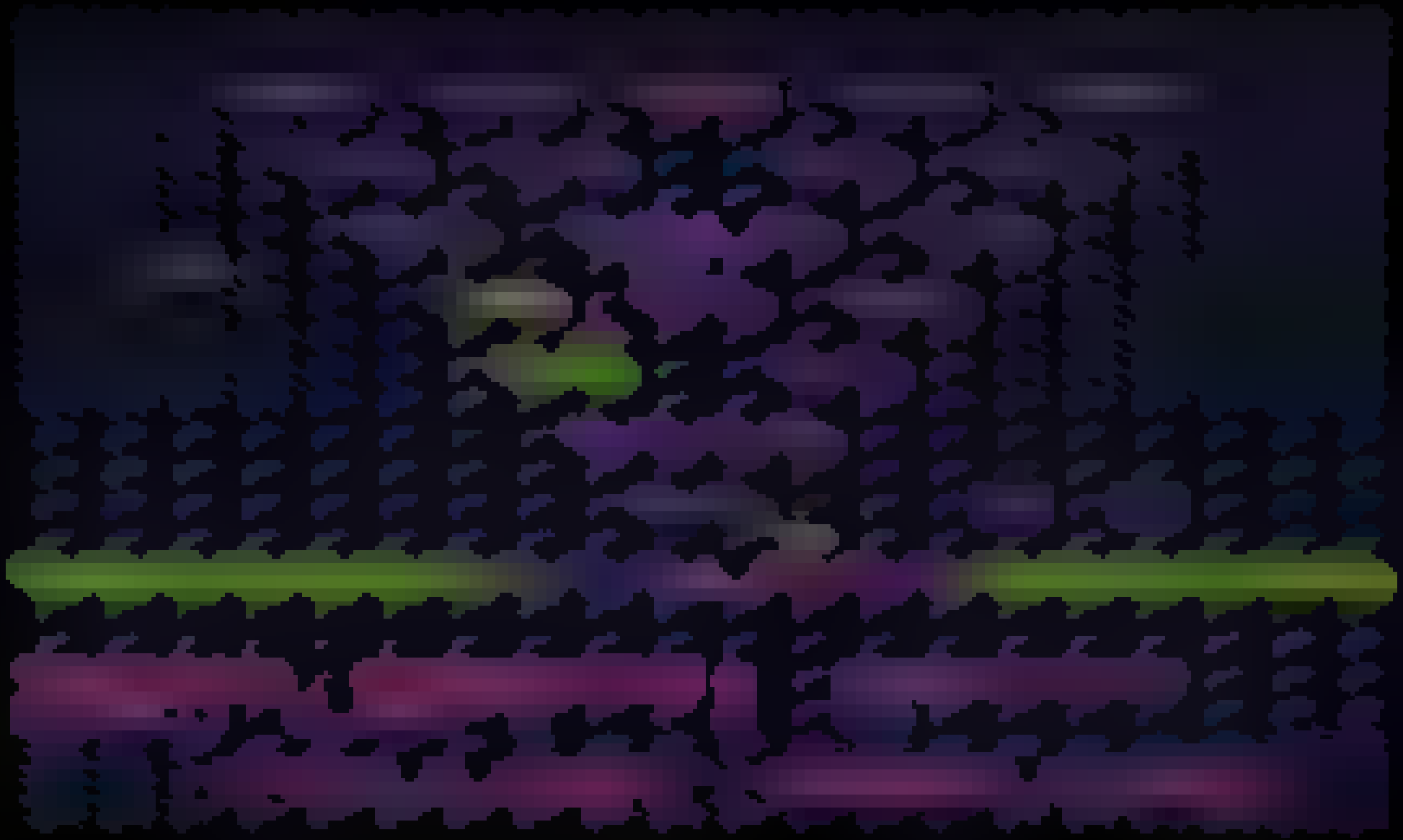
Hi-Score Club!

1. 1,251,100	BOBBY	6. 105,200	AAAAAA
2. 175,700	BOBBY	7. 89,800	BOBBY
3. 170,700	BOBBY	8. 84,900	AAAAAA
4. 119,400	AAAAAA	9. 84,600	BOBBY
5. 106,700	AAAAAA	10. 81,200	AAAAAA

Your Score: 0

HERE ... PRESS START TO PLAY OR SELECT

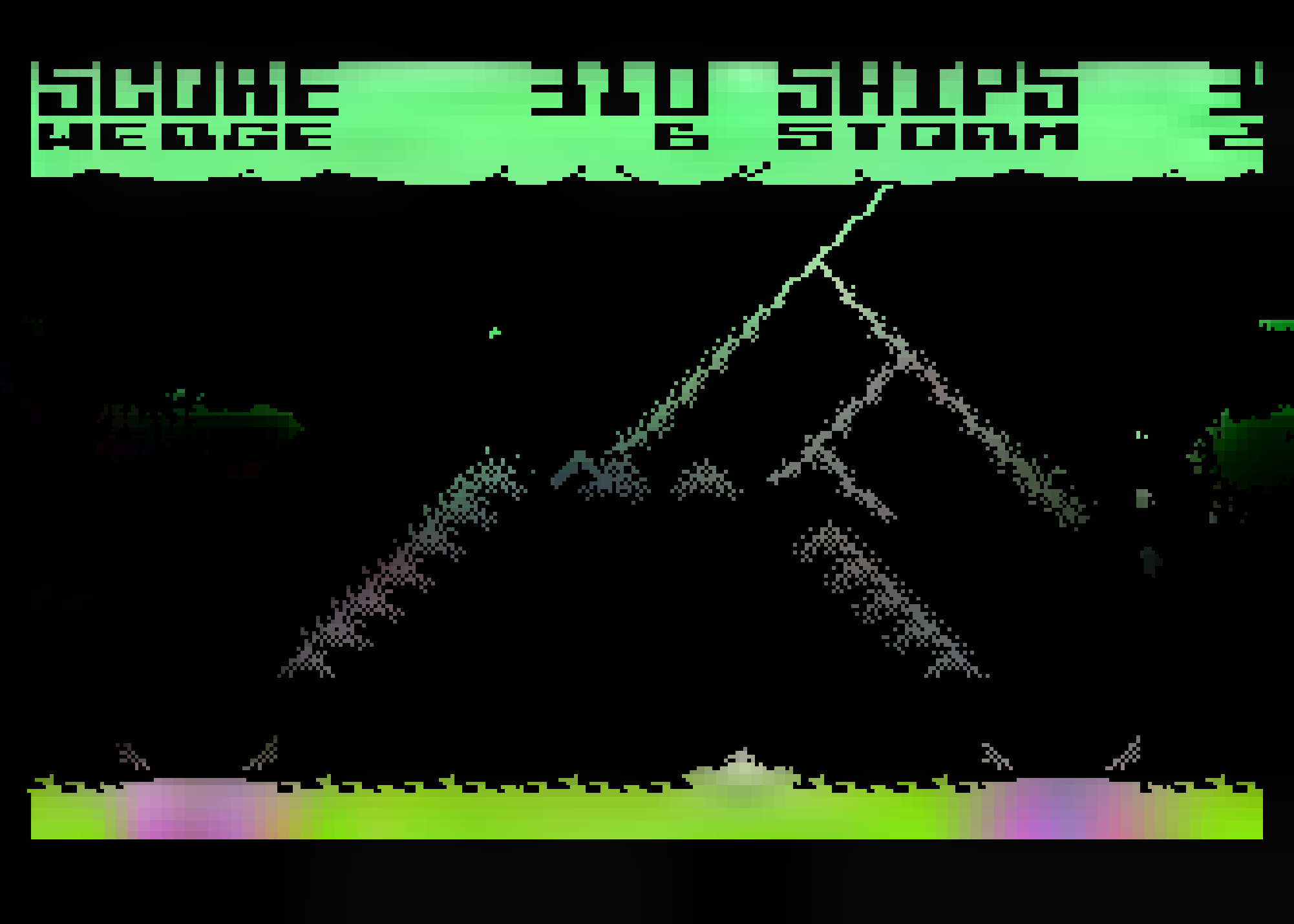


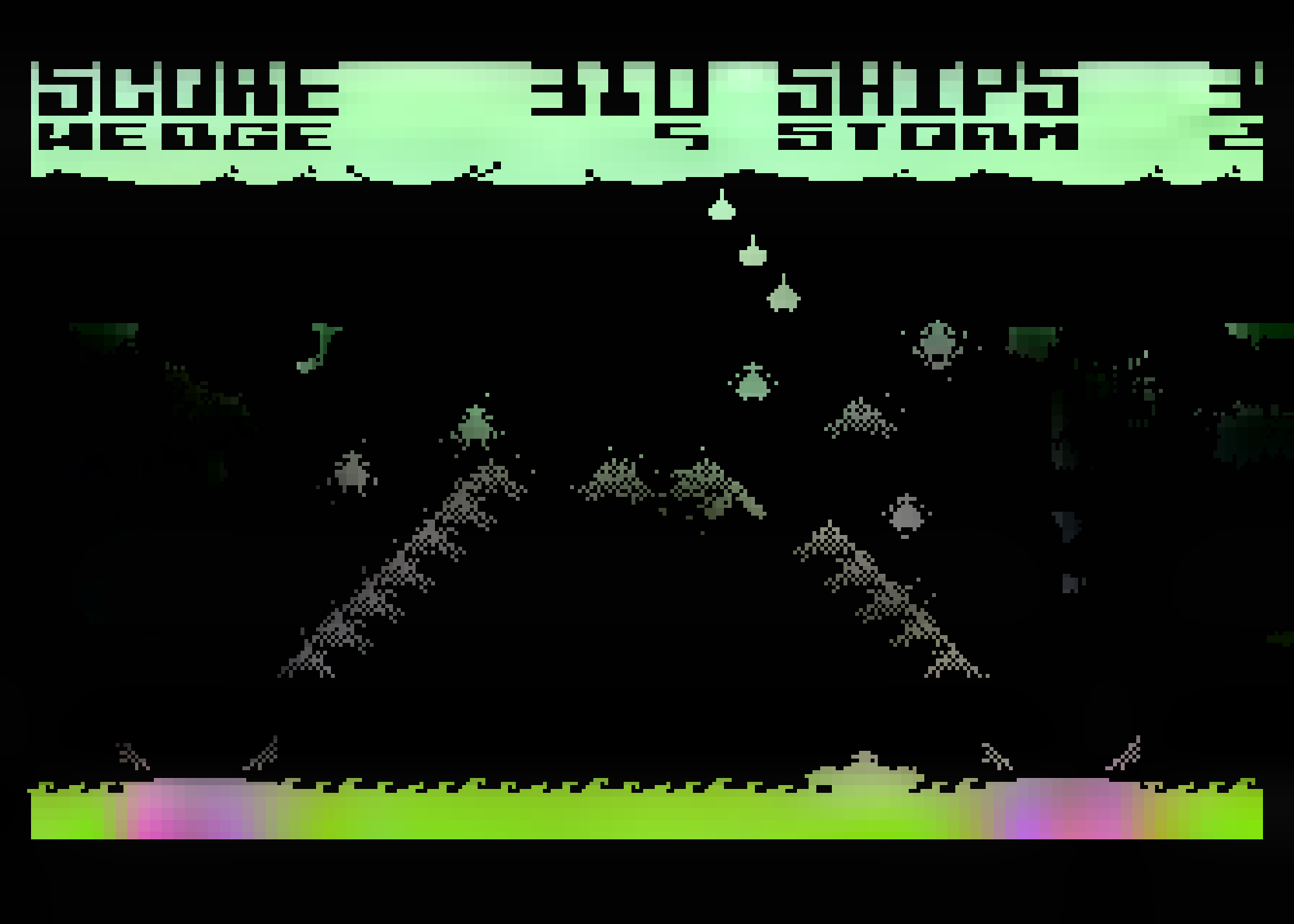




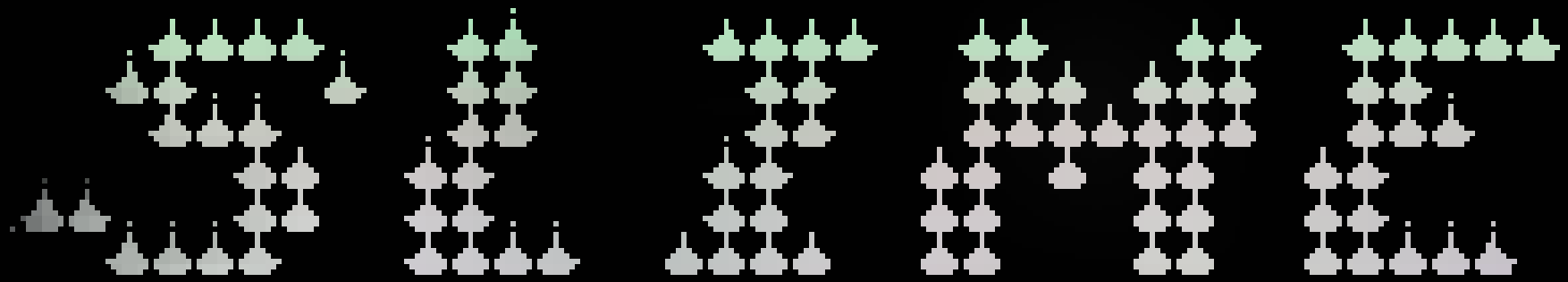

SKY SCRAPER


SHOKE
WEDGE
0
SHIPS
&
STORM
1
ALERT: ENTERING NEW SLIME STORM


SMOKE 350 SHIPS
WEDGE & STOAT


SCORE 310 SHIPS 3
WAVE 5 STORM 2

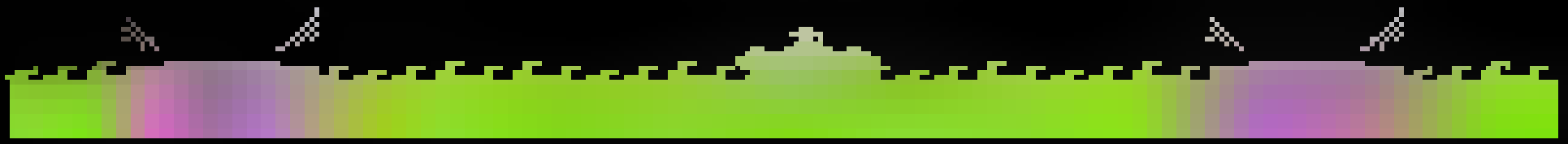




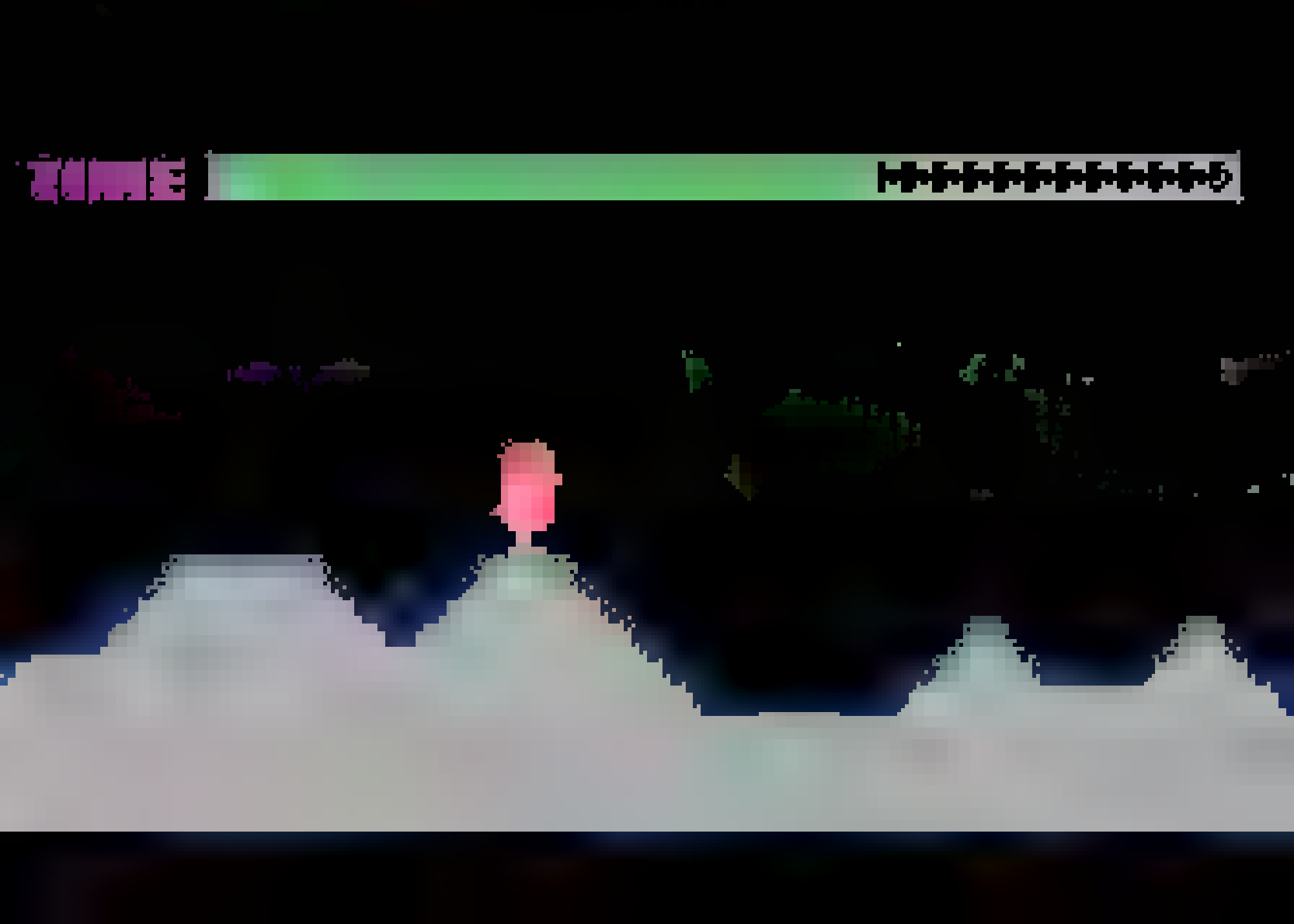
BY STEVE HALES

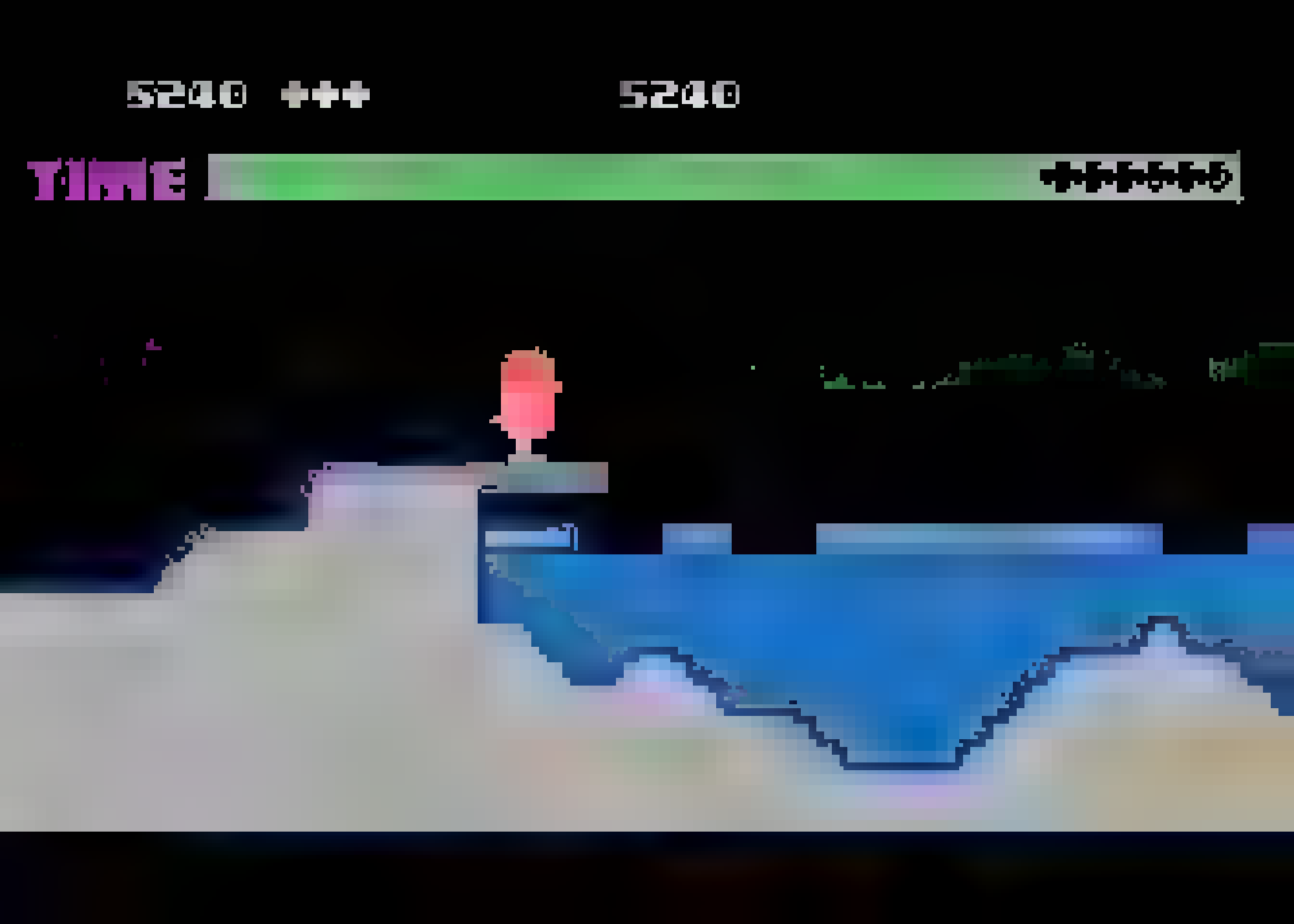
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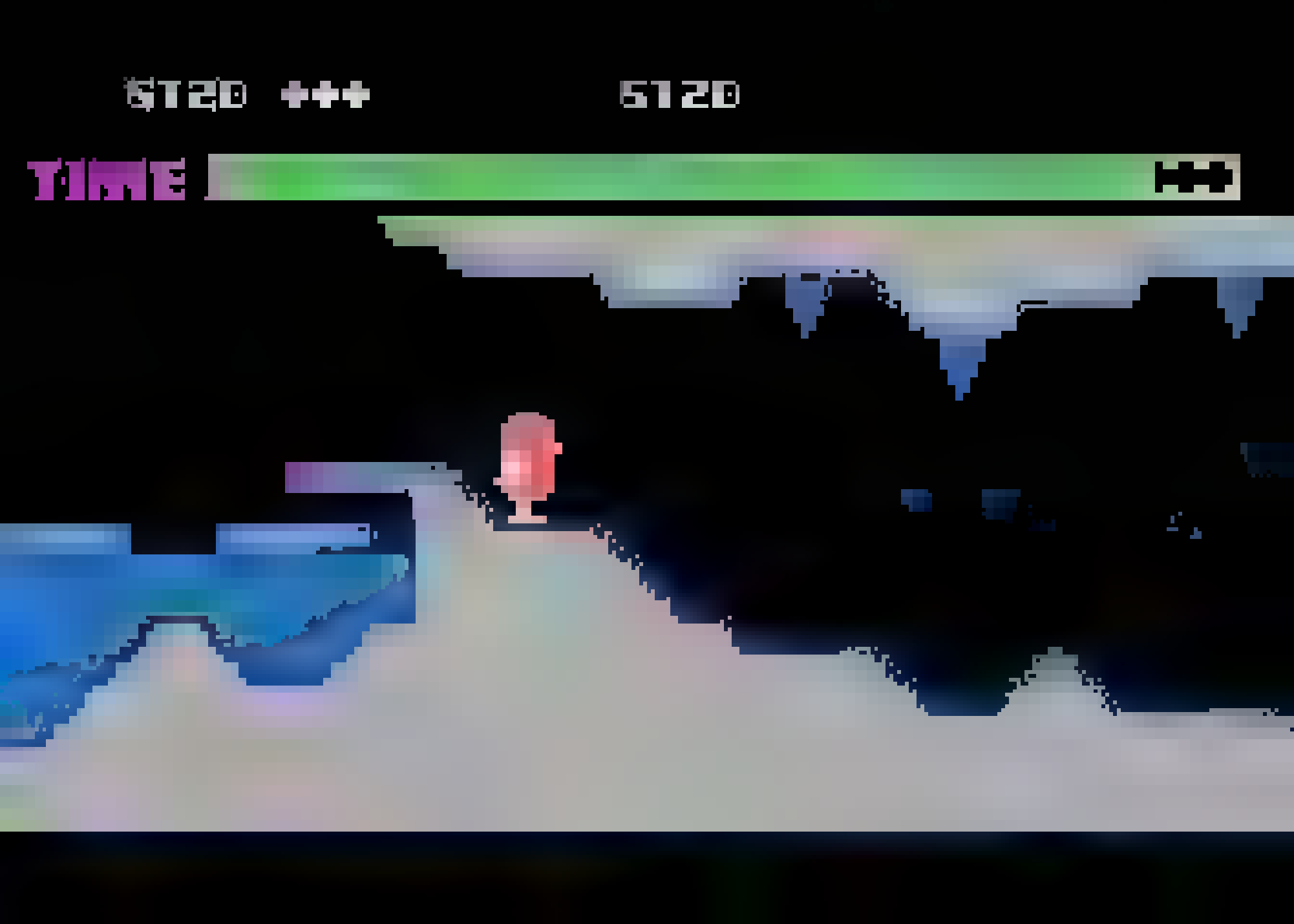
ALSO FROM SYNAPSE: FORT APOCALYPSE

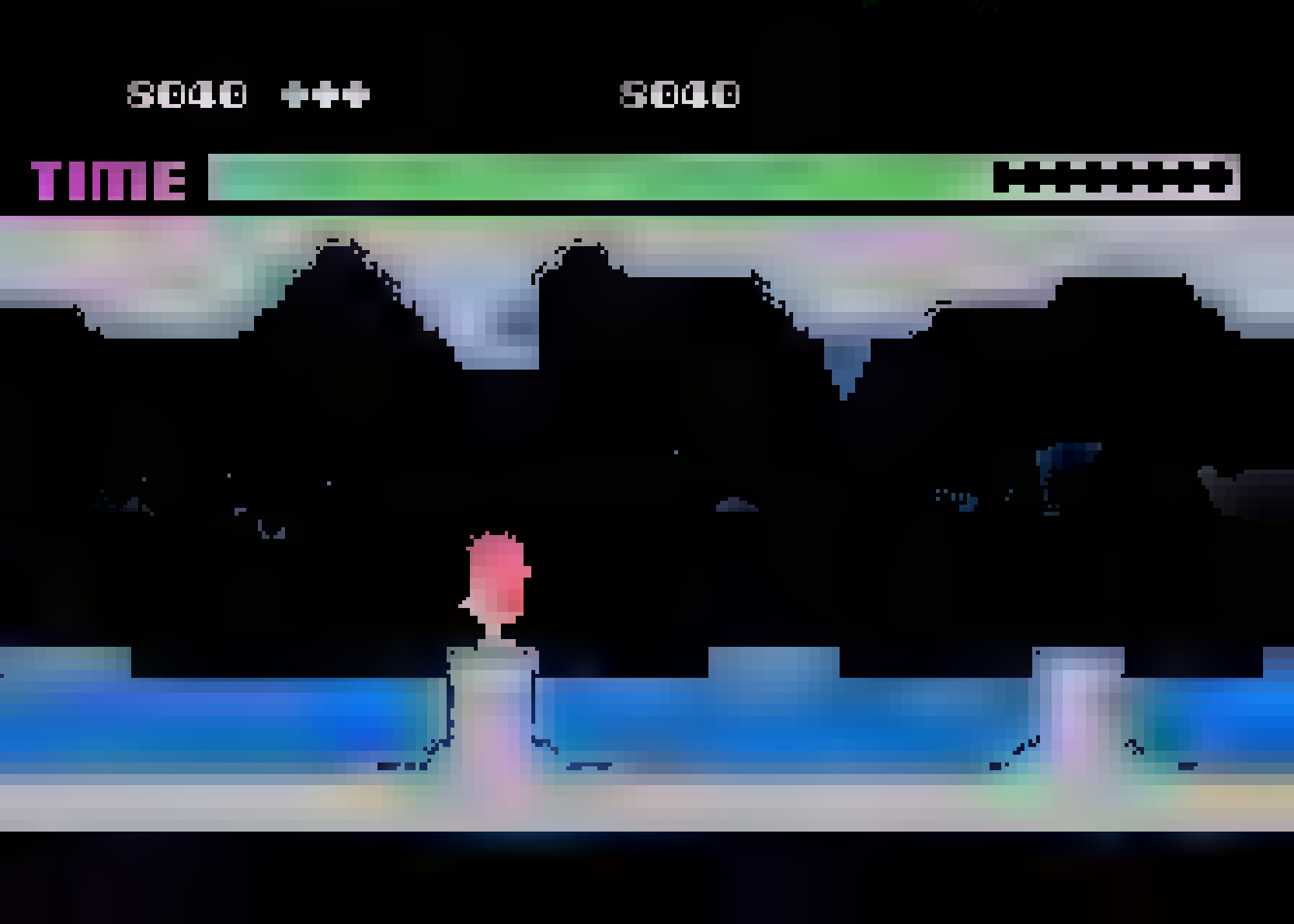



TIME

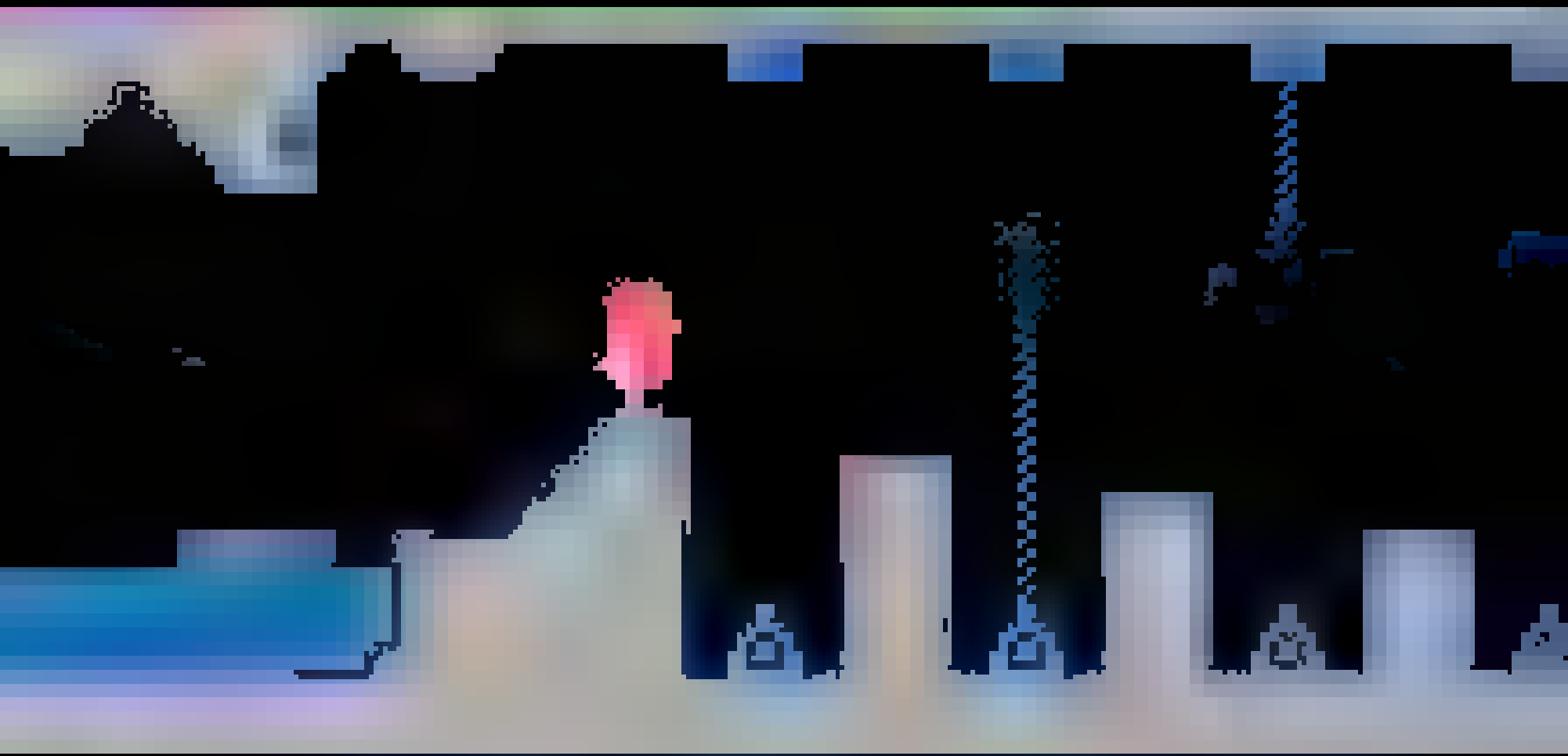

TIME


5240
5240
TIME


TIME


S040 +++
S040
TIME

TIME



SNOKIE

BY V. LEMPEREUR

GAME CONCEPT BY A. MARSILY
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28611 CANWOOD, AGOURA, CA 91301
(213) 991-6540

INSTRUCTIONS

OPTION — NORMAL

SELECT — ONE PLAYER

START — TO GAME


THORN EMI VIDEO

SOCCER

Use Joystick to Select Options

JOYSTICK 1	TEAM 1
JOYSTICK 2	OFF
JOYSTICK 3	OFF
JOYSTICK 4	OFF
COMPUTER TEAM 1	OFF
COMPUTER TEAM 2	ON
TIME LIMIT	10
SKILL LEVEL	1

SOCCER

Use Joystick to Select Options

JOYSTICK 1	TEAM 1
JOYSTICK 2	OFF
JOYSTICK 3	OFF
JOYSTICK 4	OFF
COMPUTER TEAM 1	OFF
COMPUTER TEAM 2	ON
TIME LIMIT	10
SKILL LEVEL	1

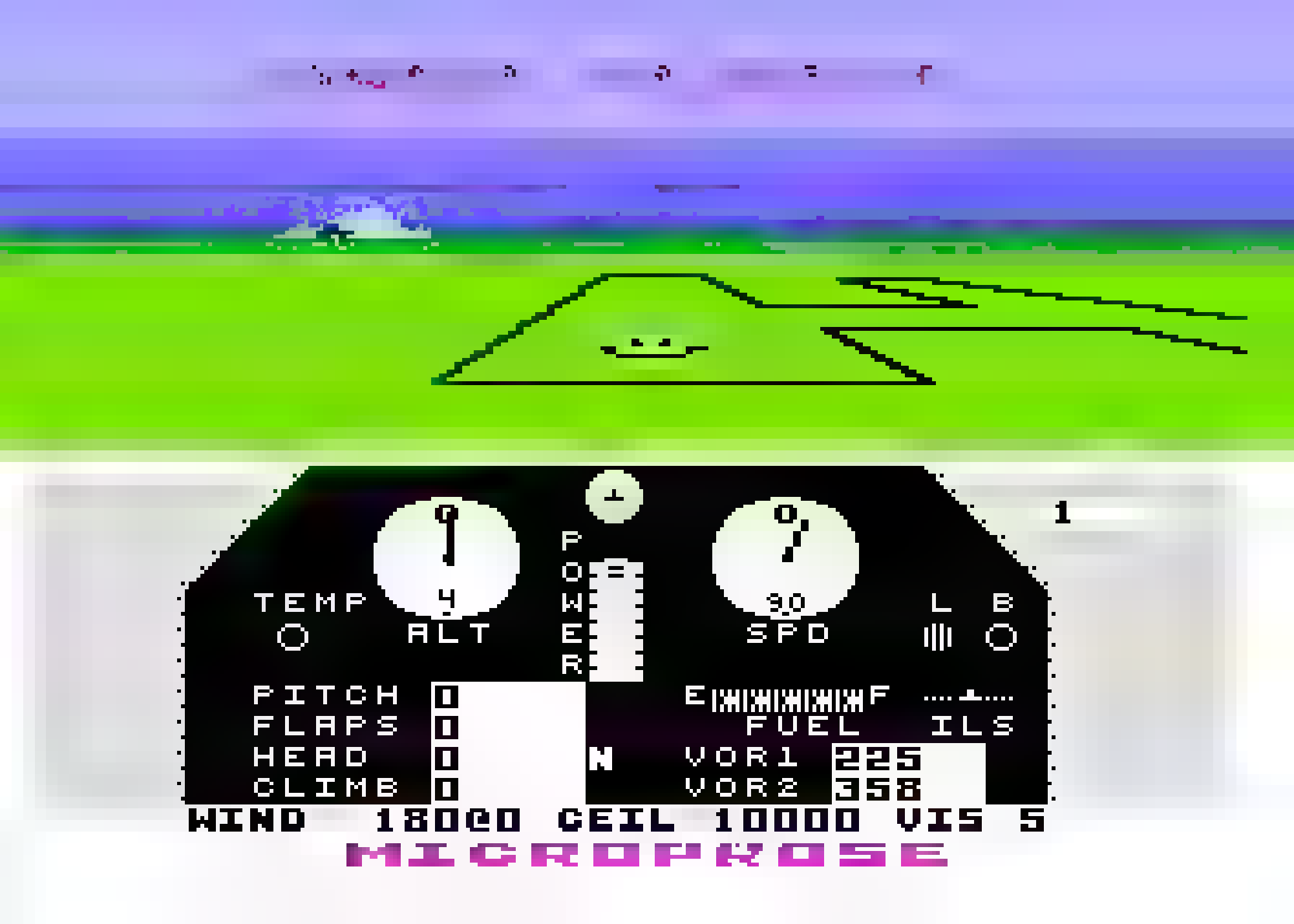

THORN EMI VIDEO

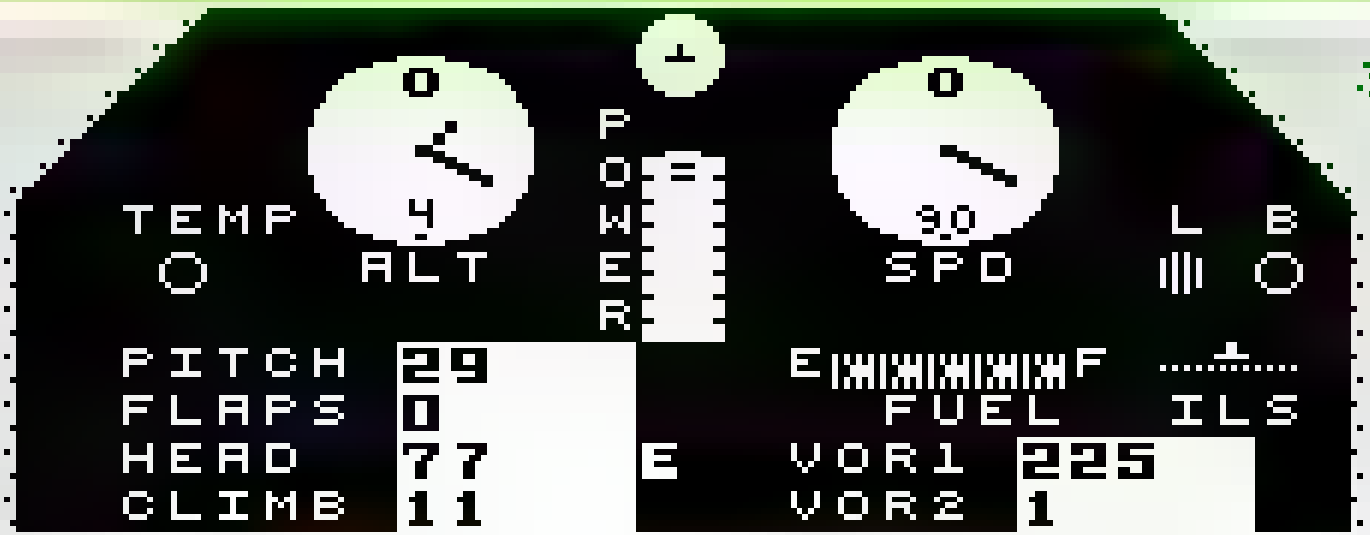
SOCCER

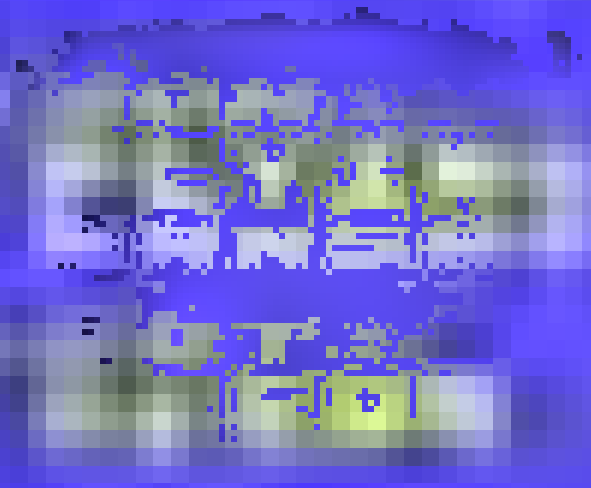


SOCCER



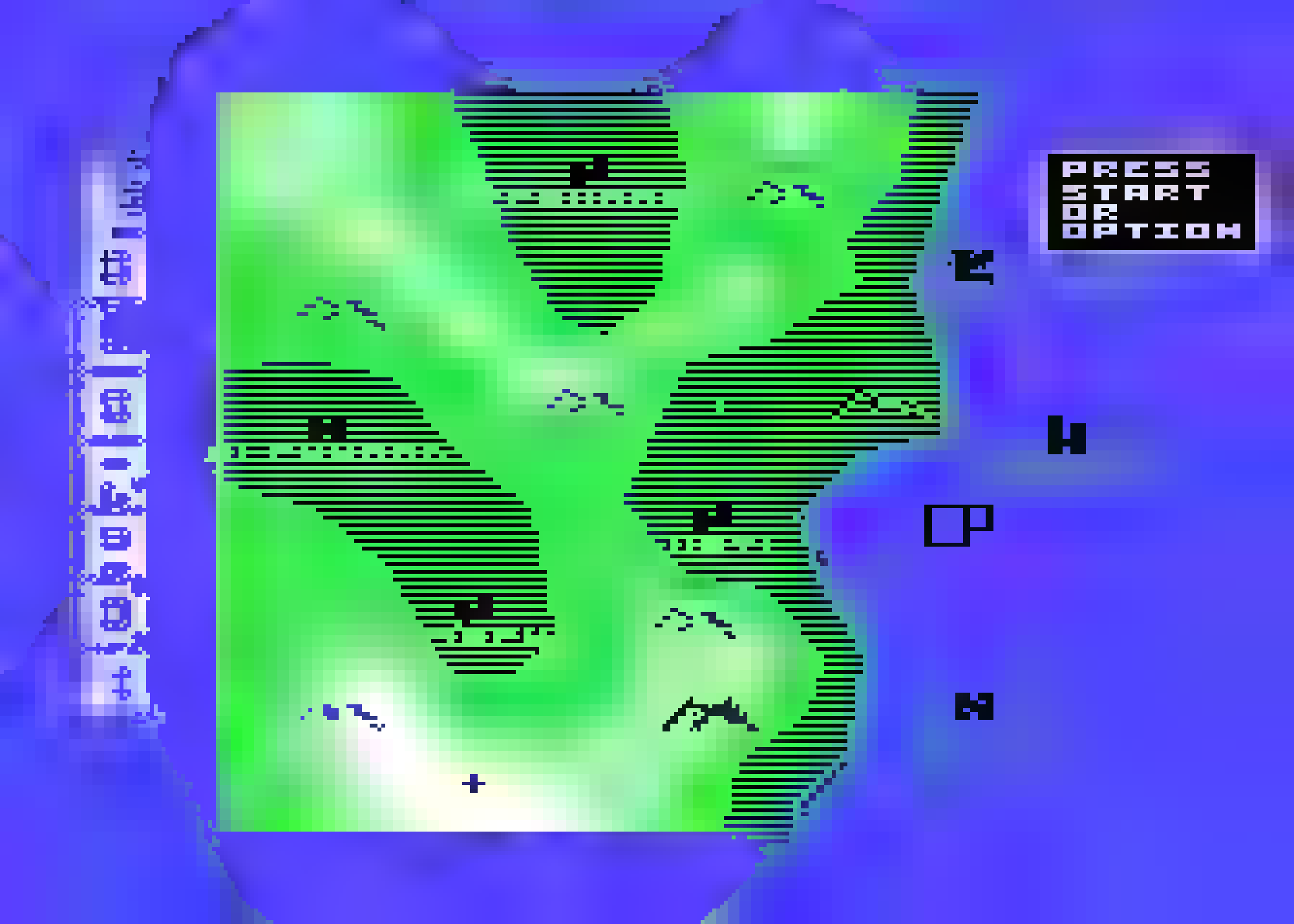

1
TEMP
ALT
POWER
SPD
L B
PITCH 0
FLAPS 0
HEAD 0
CLIMB 0
E F
FUEL
ILS
N
VOR1 225
VOR2 358
WIND 180@0 CEIL 10000 VIS 5
MICROPROSE


30
TEMP
ALT
POWER
SPD
L B
PITCH 29
FLAPS 0
HEAD 77
CLIMB 11
E F
FUEL
ILS
VOR1 225
VOR2 1
WIND 180@0 CEIL 10000 VIS:5
MICROPROSE



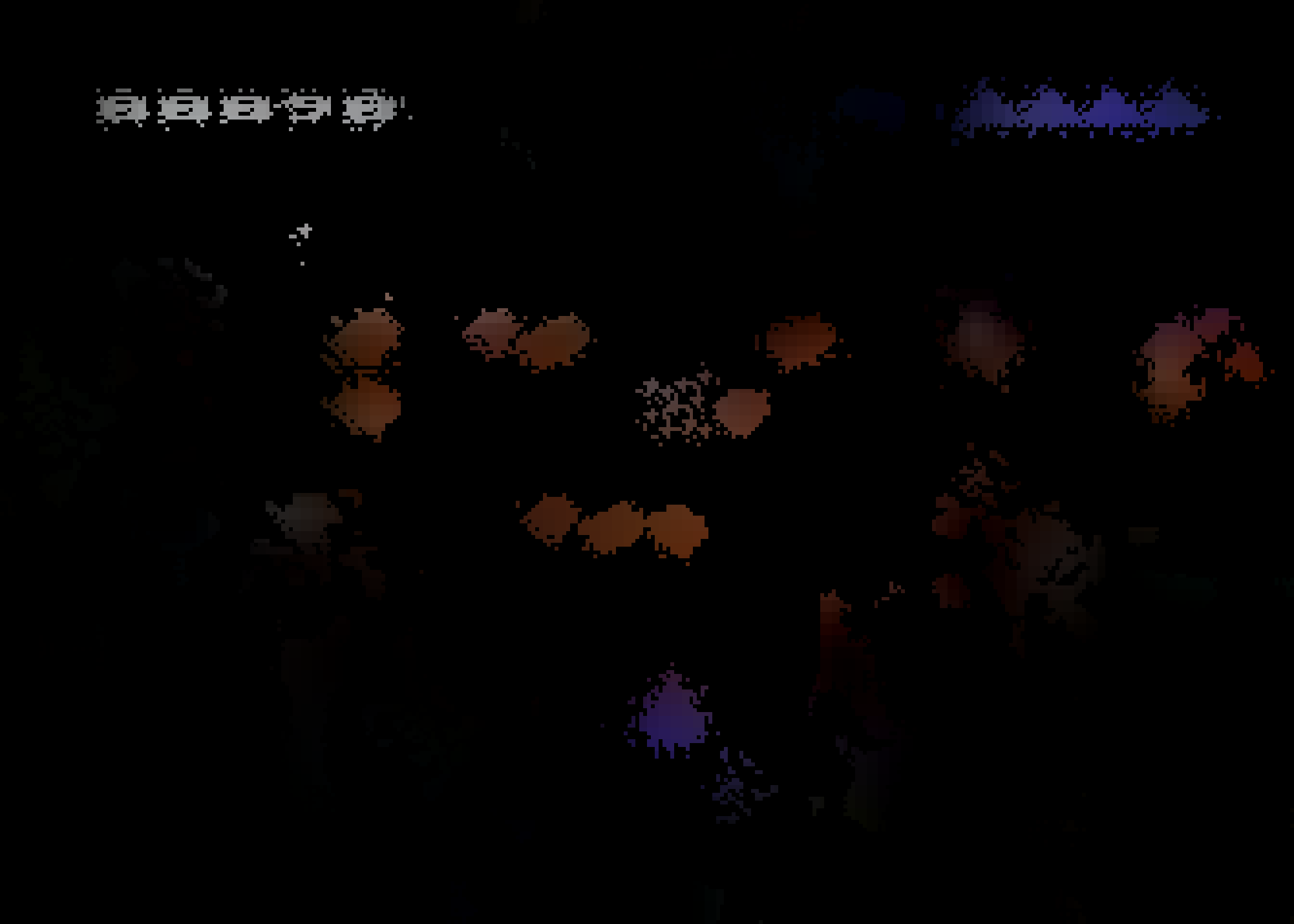

RPM
90
4
225 18
358 7
H E
S
YOU'RE DOING FINE


RPM
90
225 17
358 9
N
E
S
CLIMB TO 1500 FEET


PRESS
START
OR
OPTION


0
MPH
0
AS
90
0
4
20
0
20
M
W
E
S
225 14
2 9


FLIGHT



SPACE ACE

BY GREG YOUNG

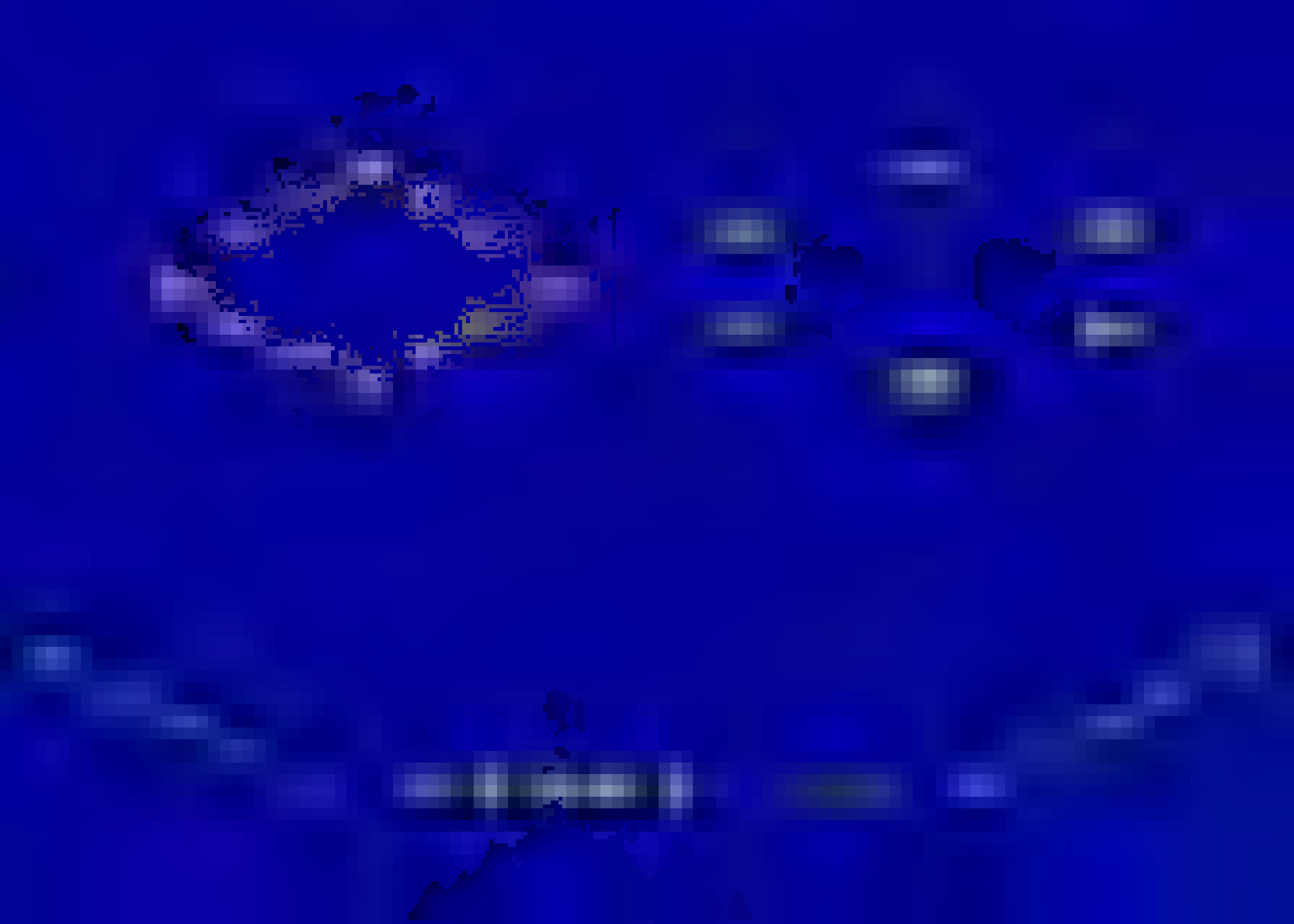
00000 00000

MISSION: TRAINING

TIME LIMIT:

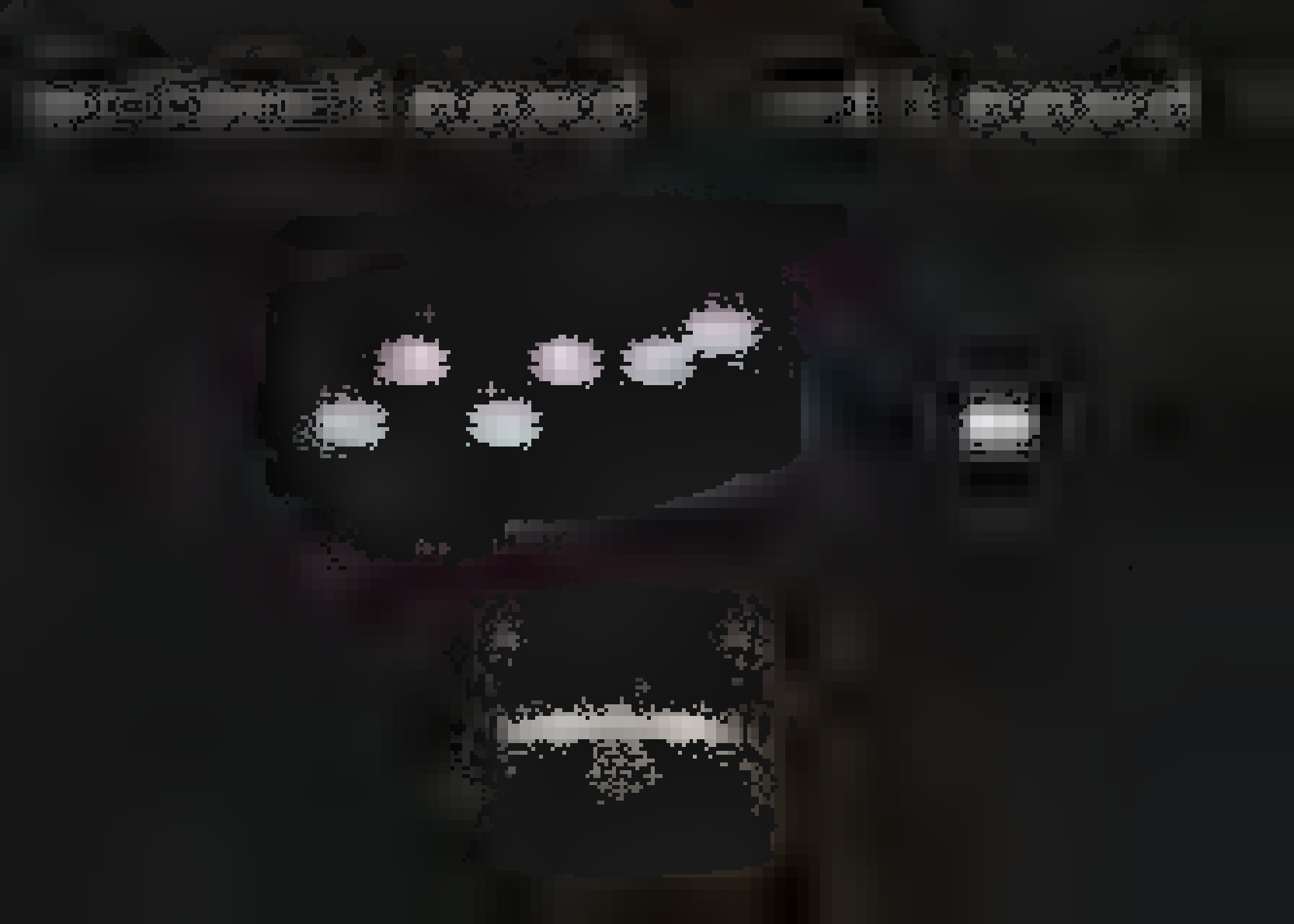
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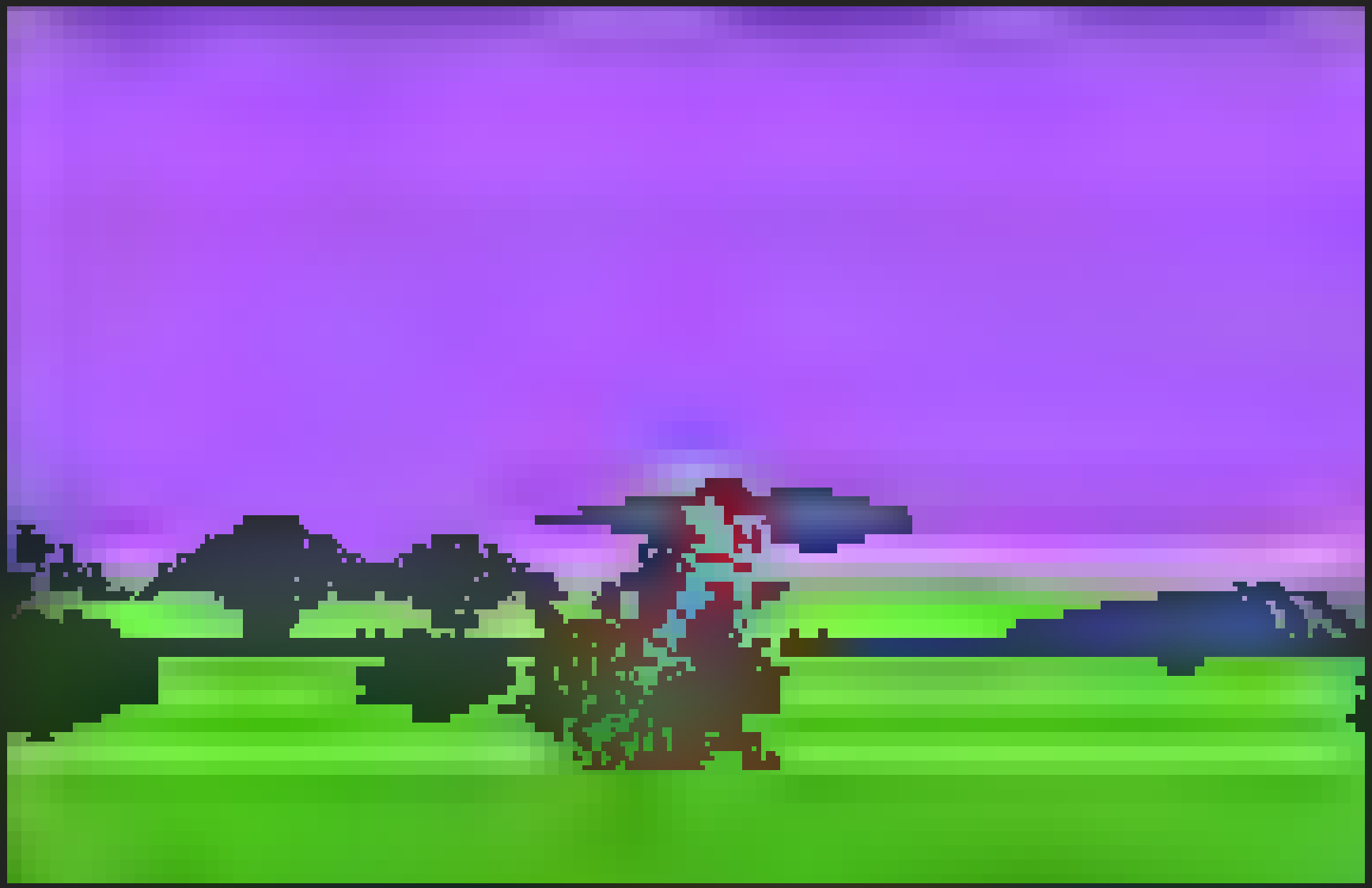


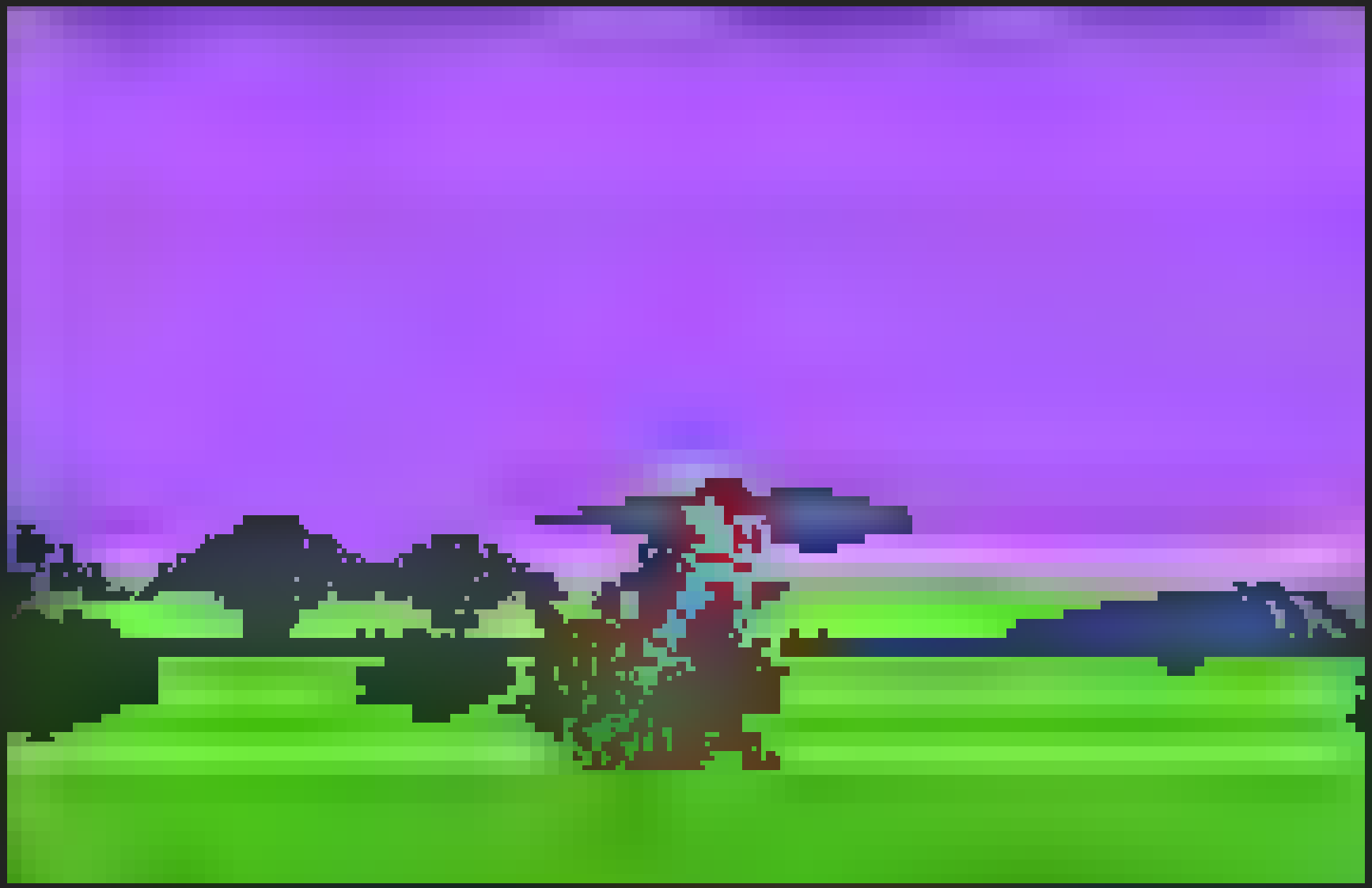


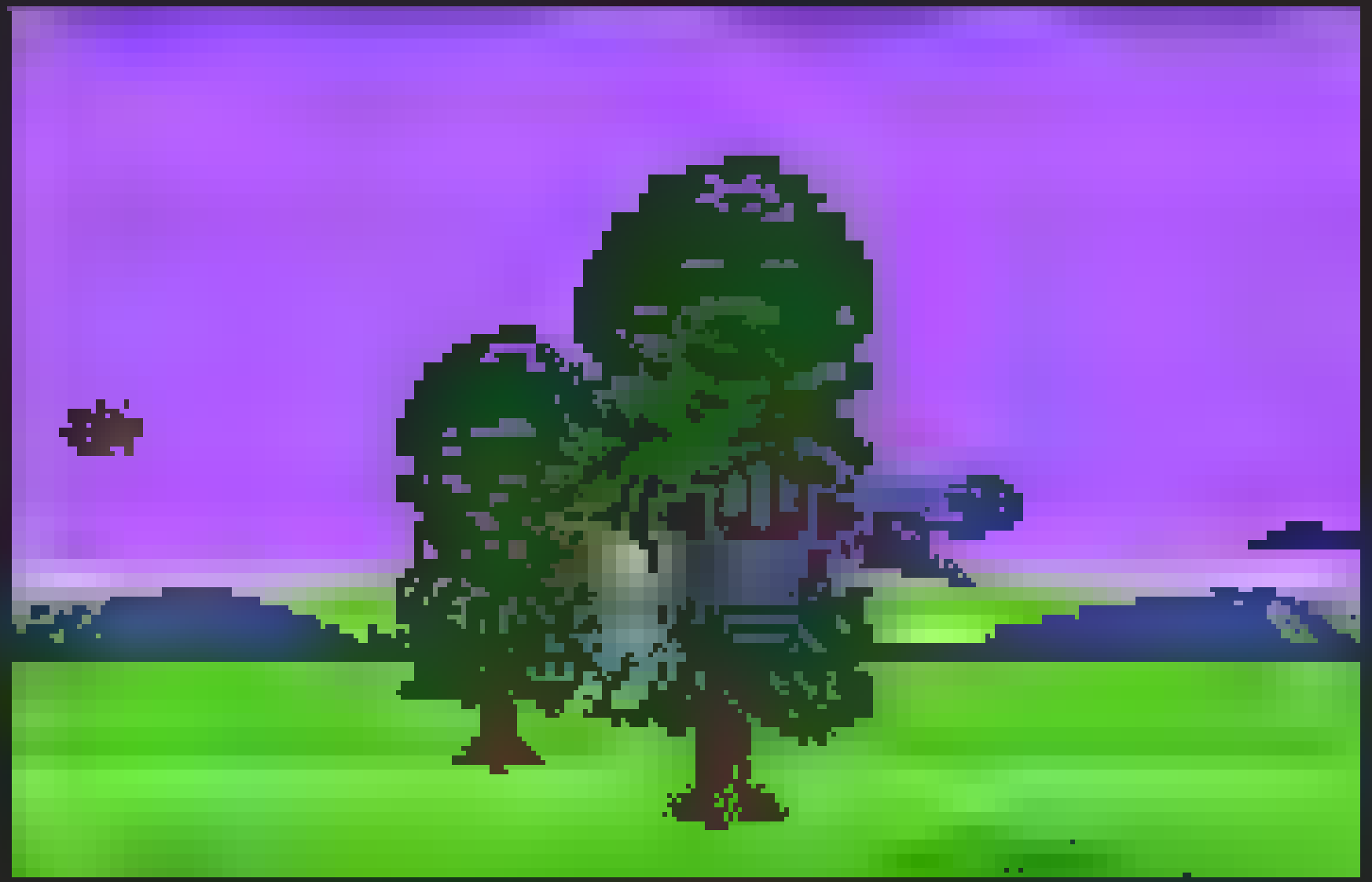


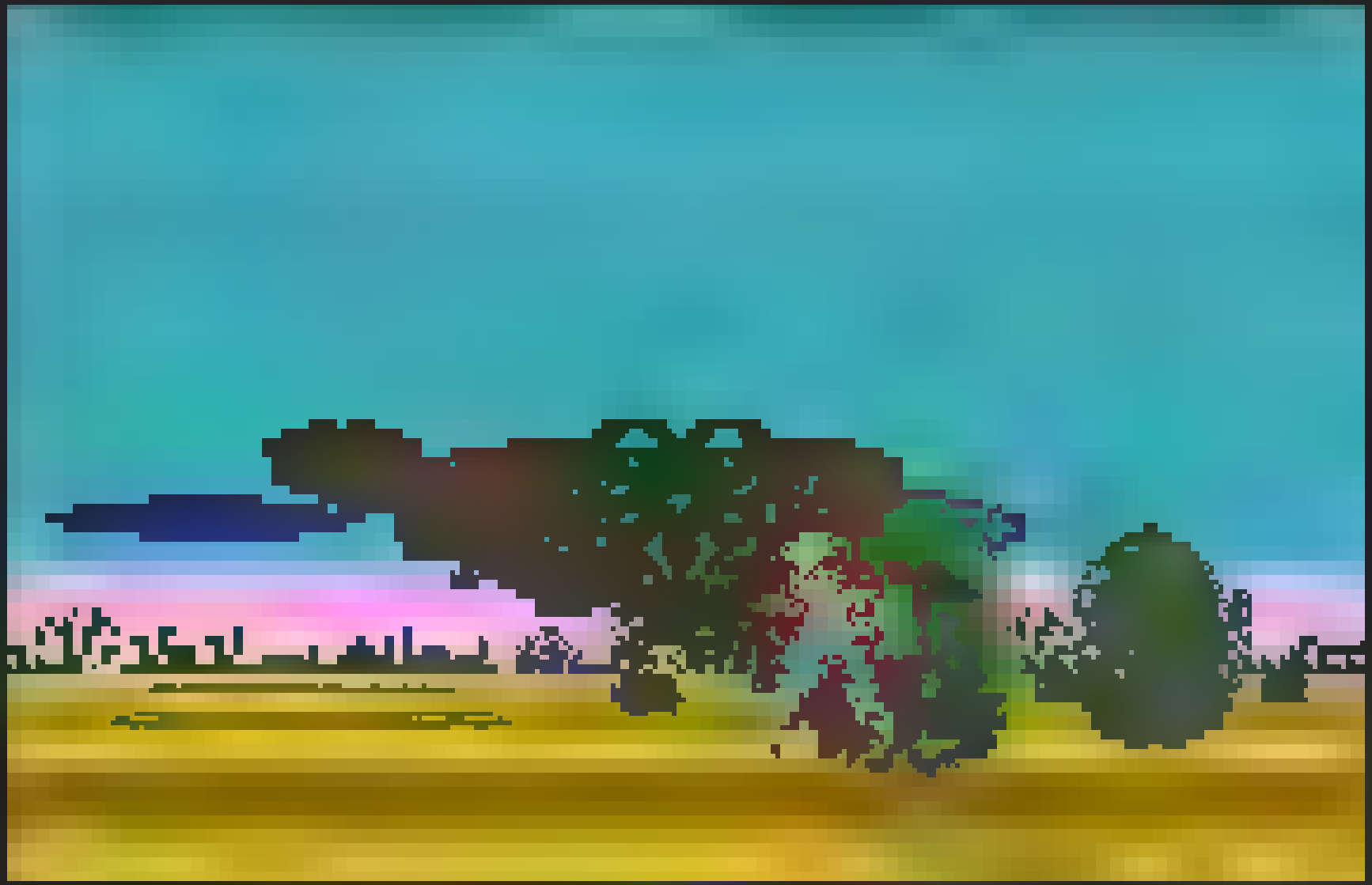


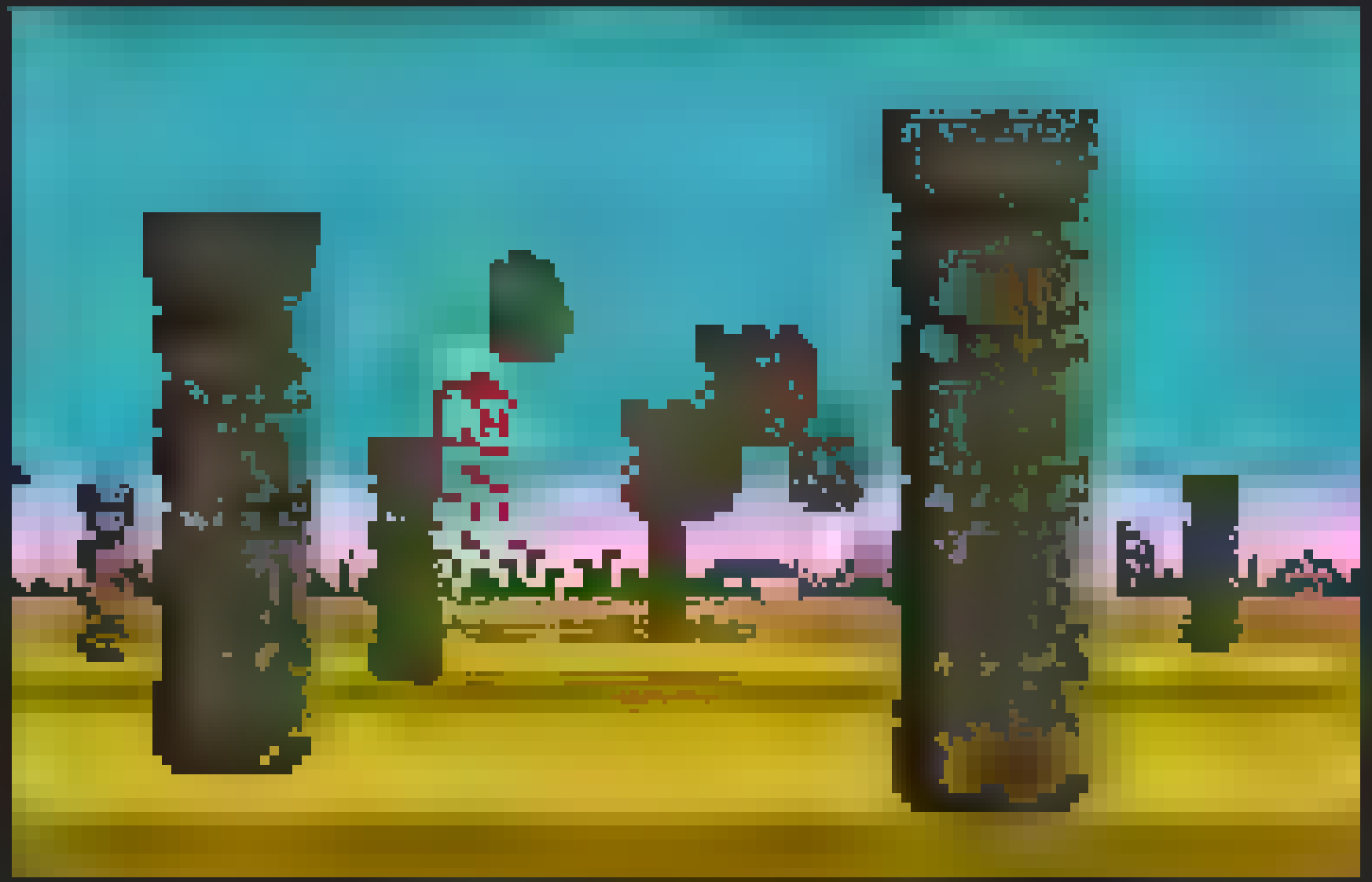

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: 15
: 30
: 45
: 80







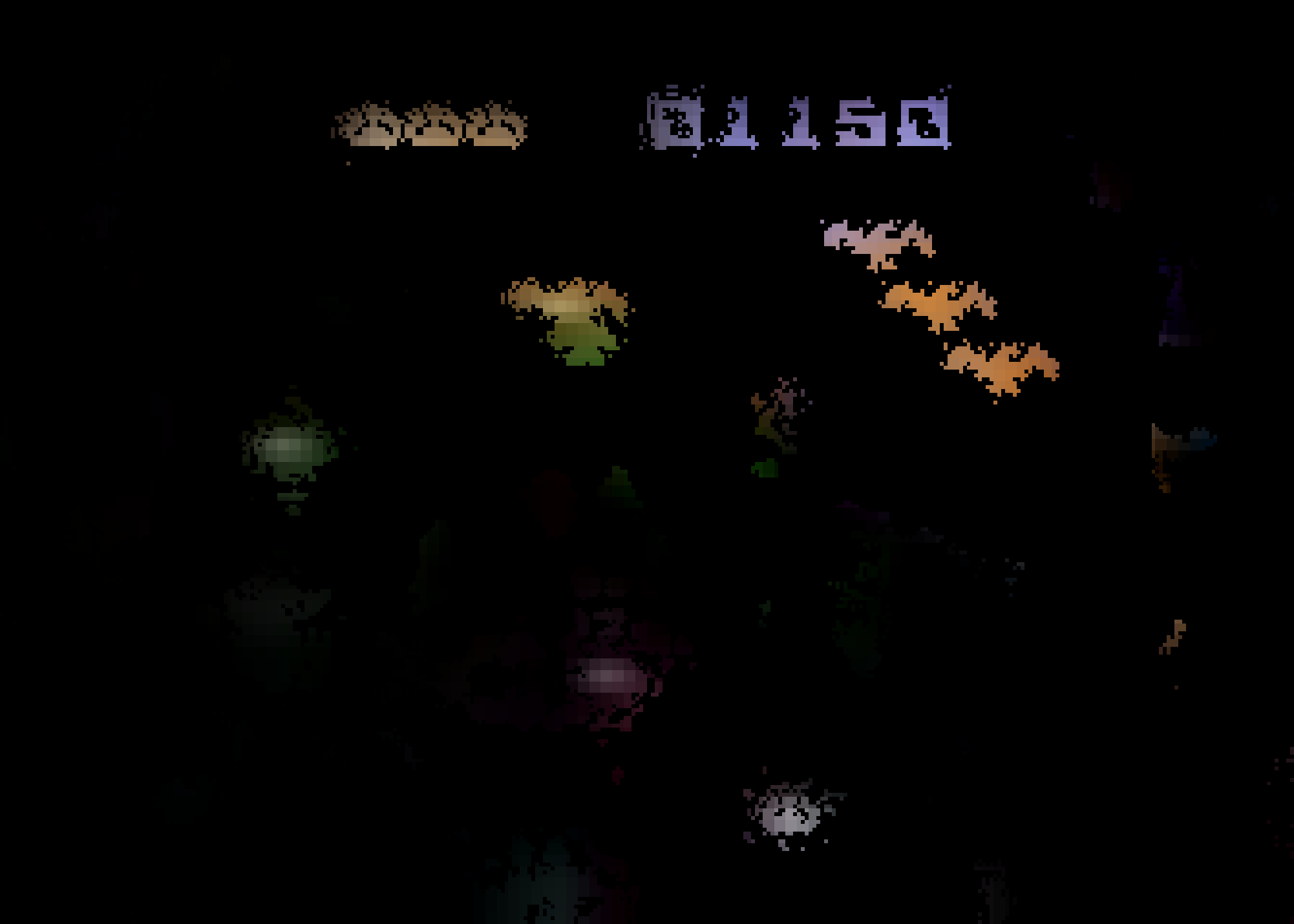


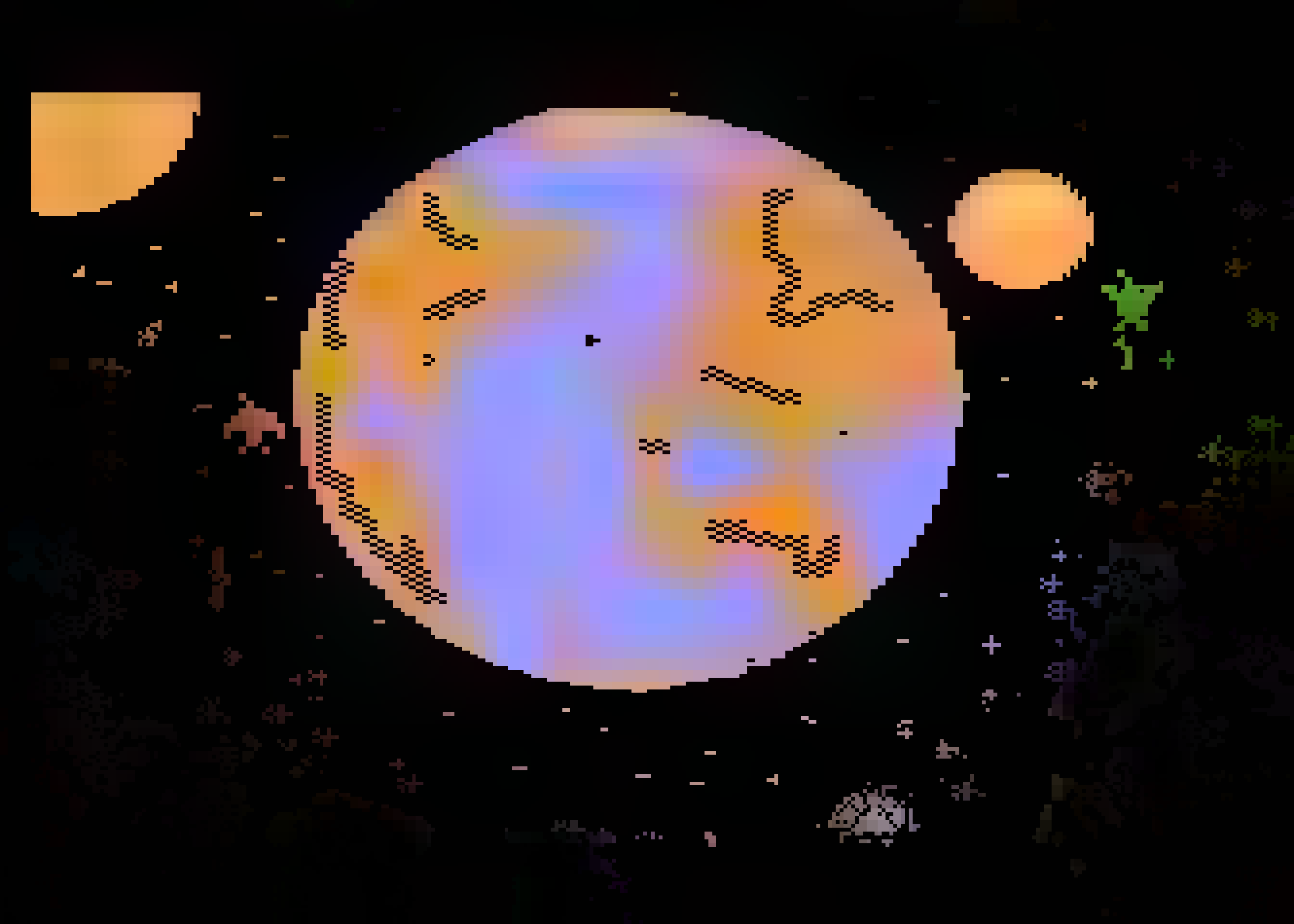


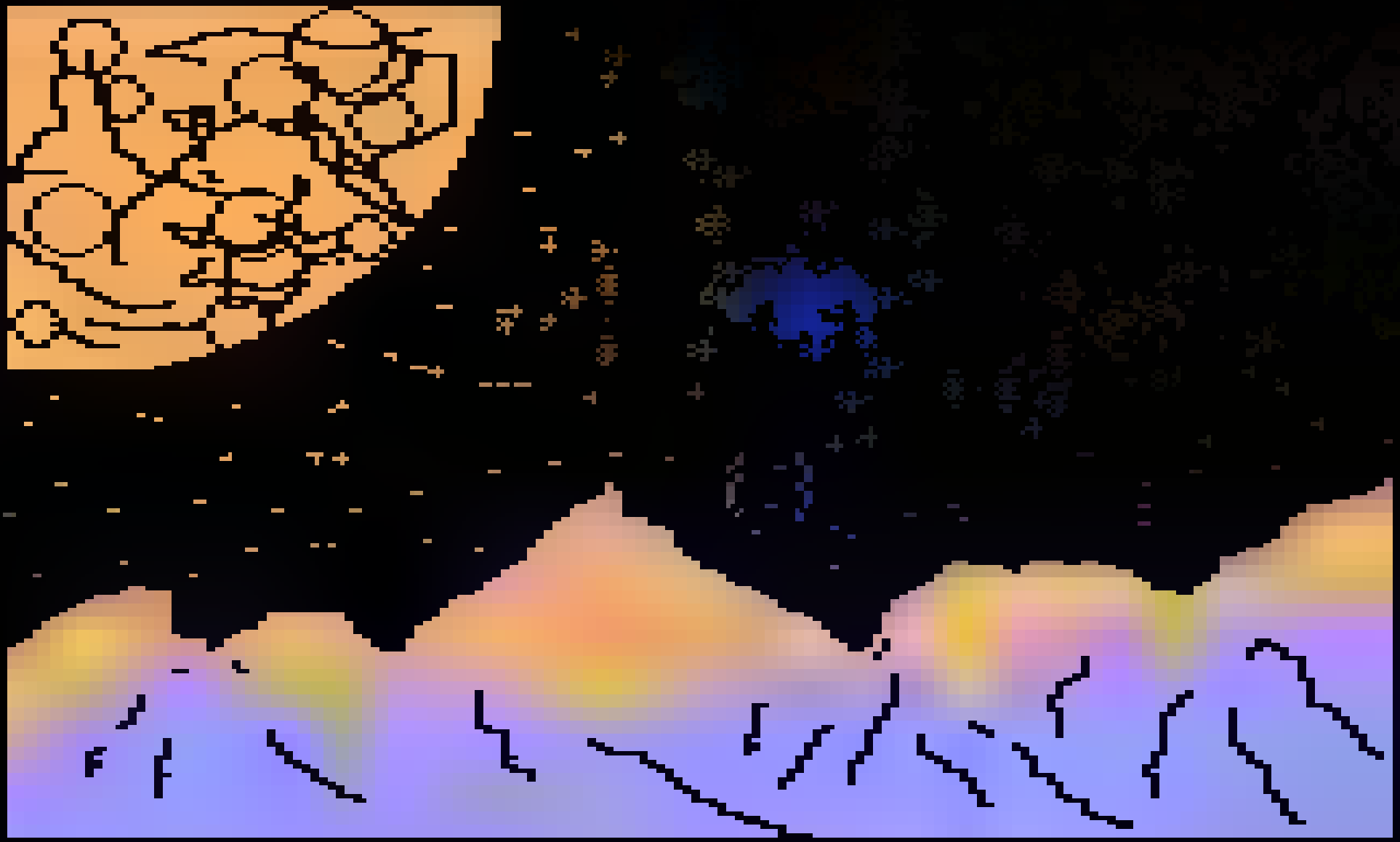

SPACE
HARRIER






0150





SPACE HAWKS OF AVABANAMA 4

SCREEN 1.In deep space with visible backup hawks.

SCREEN 2.Interplanetary space With invisible hawks.

SCREEN 3.Planet surface with invisible hawks.

NO RULES,NO POINTS,NO BONUS,IN FACT NO NOTHING,YOU JUST NEED THE WILL TO SURVIVE!.HAVE YOU GOT IT?



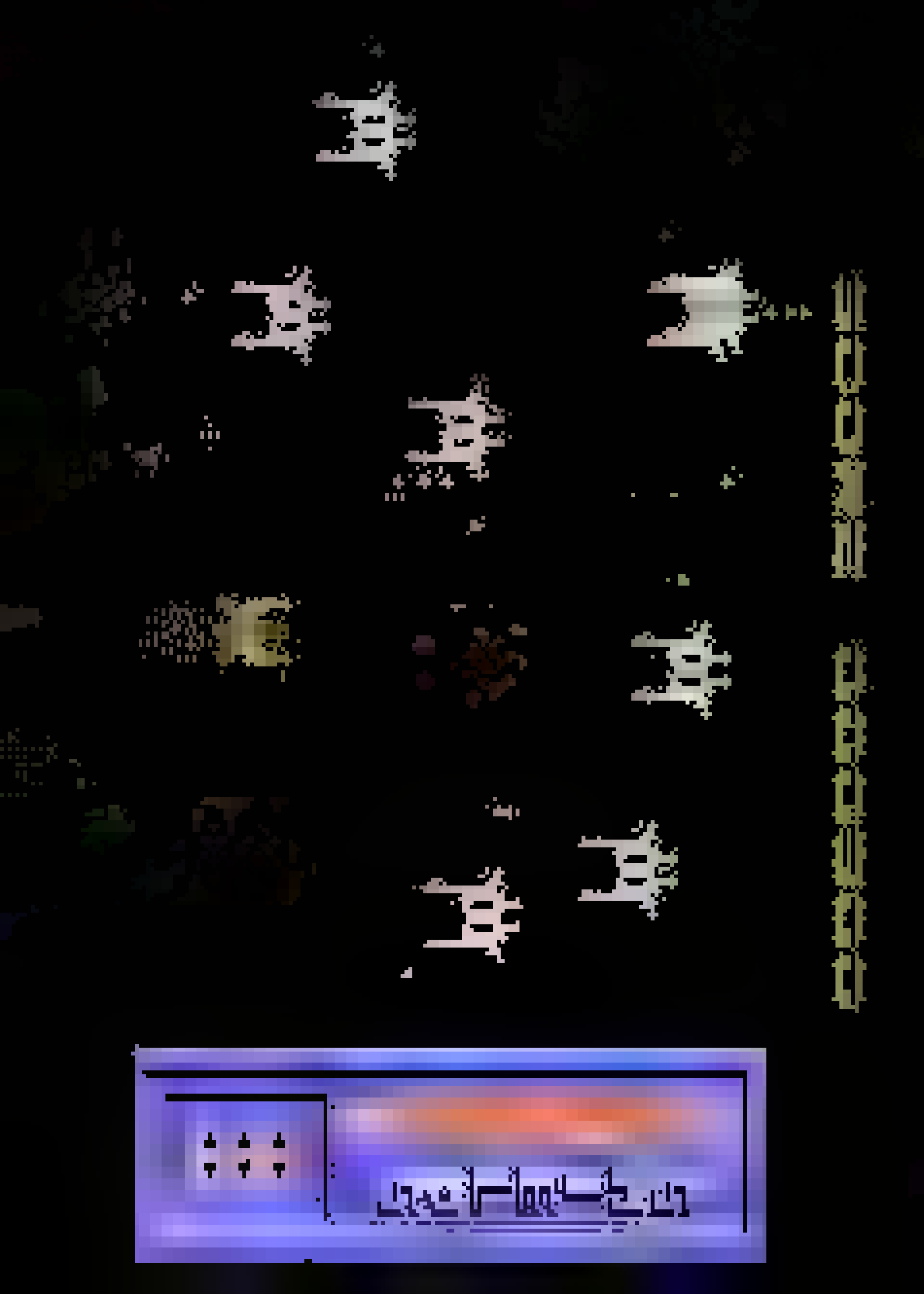


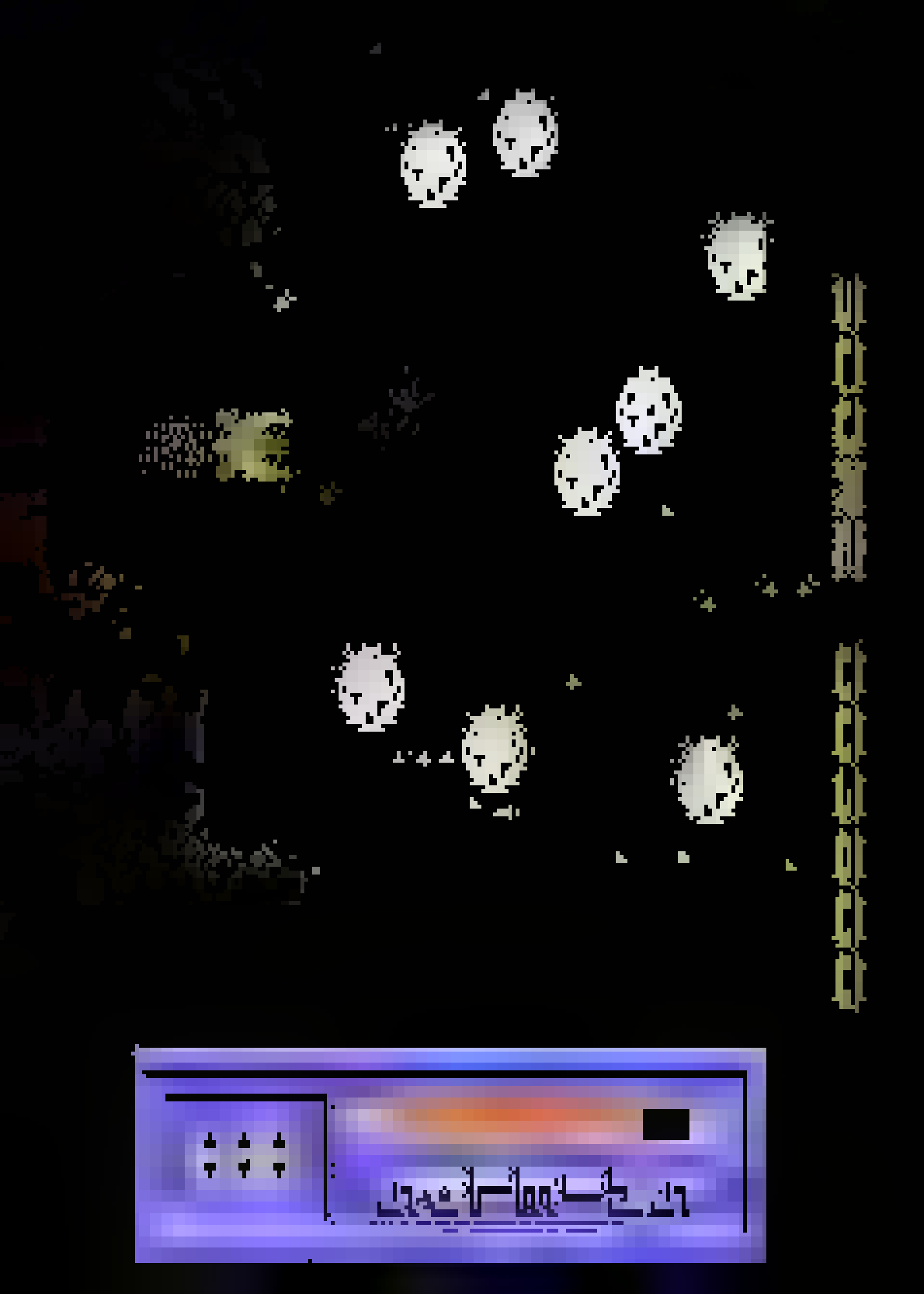



ON OFF
NASA
STS 101
RCS
0
ACTIVISION


ON OFF
99ME
PLBD
10
SPEED
8.9
1
2
3
RCS
FUEL
0
ACTIVISION


ON OFF
NASA
STS 101
RCS
0
© SPACE™ by Steve K



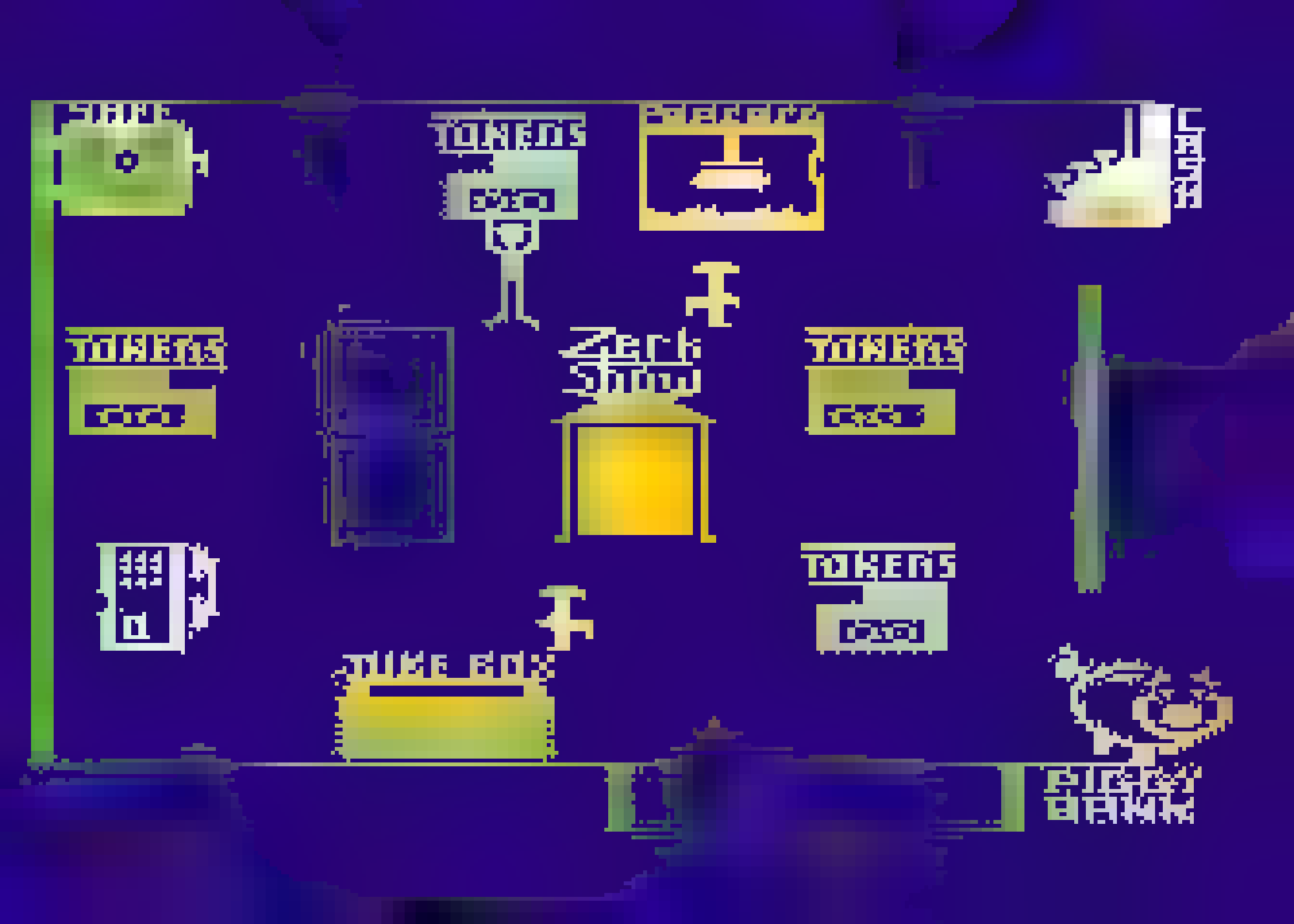


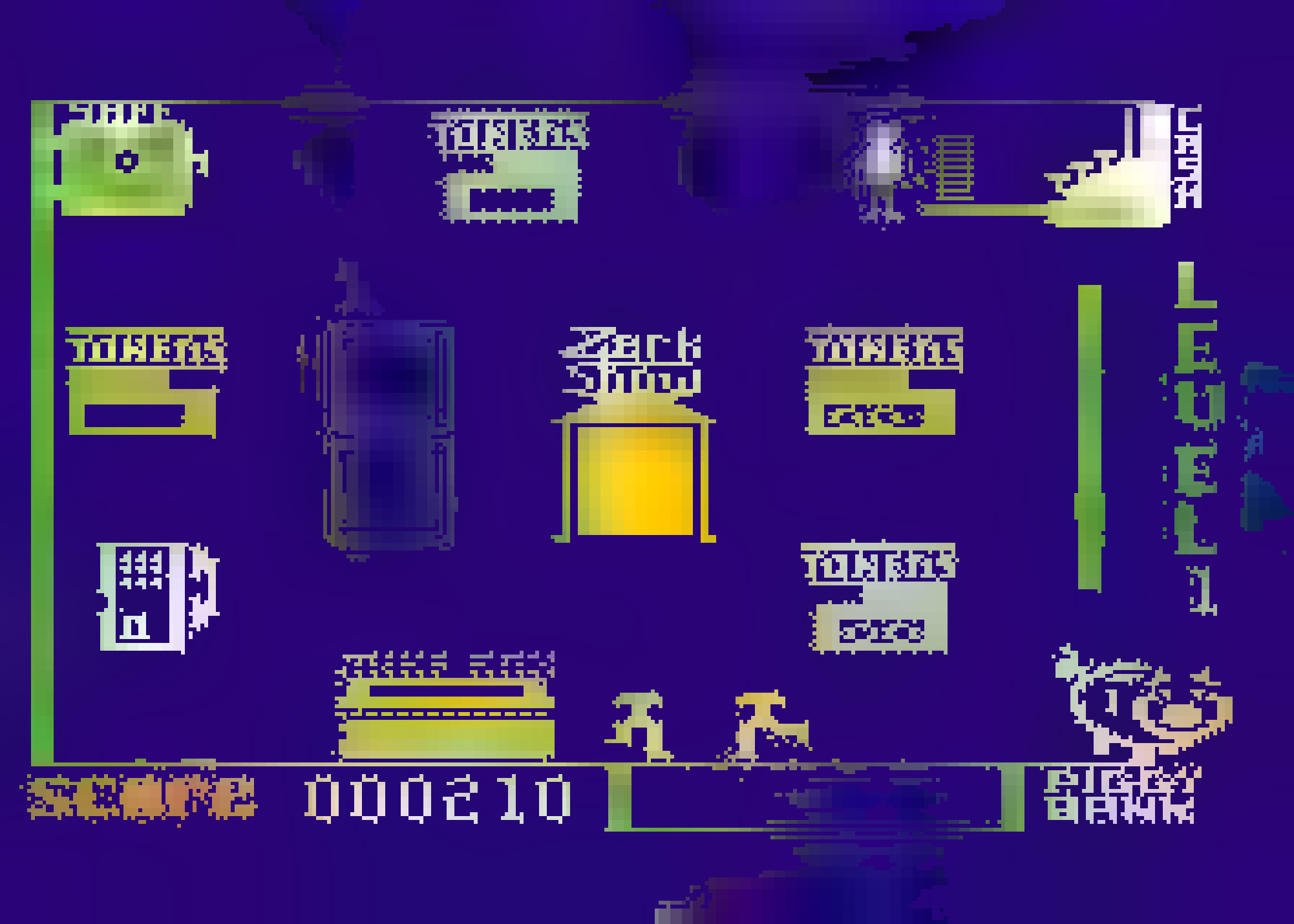
RED RAT

PRESENT

SPACE WARS

[illegible]

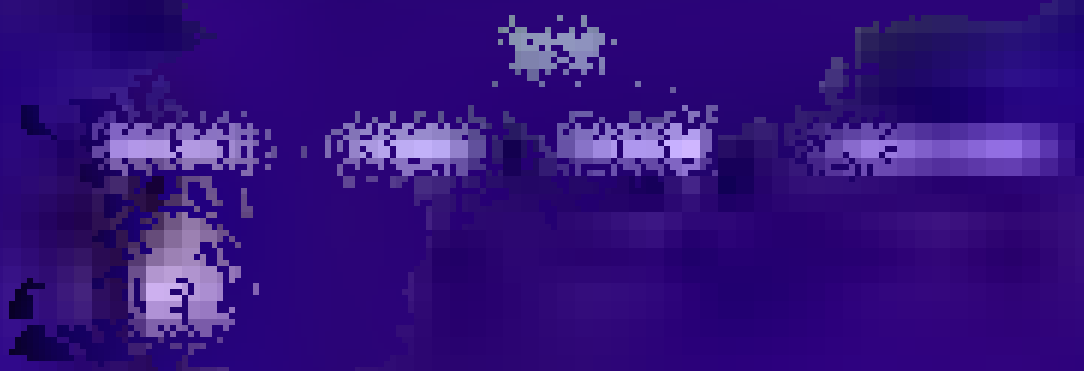

TOKENS
TOKENS
Zork
Show
TOKENS
TOKENS
JUKE BOX

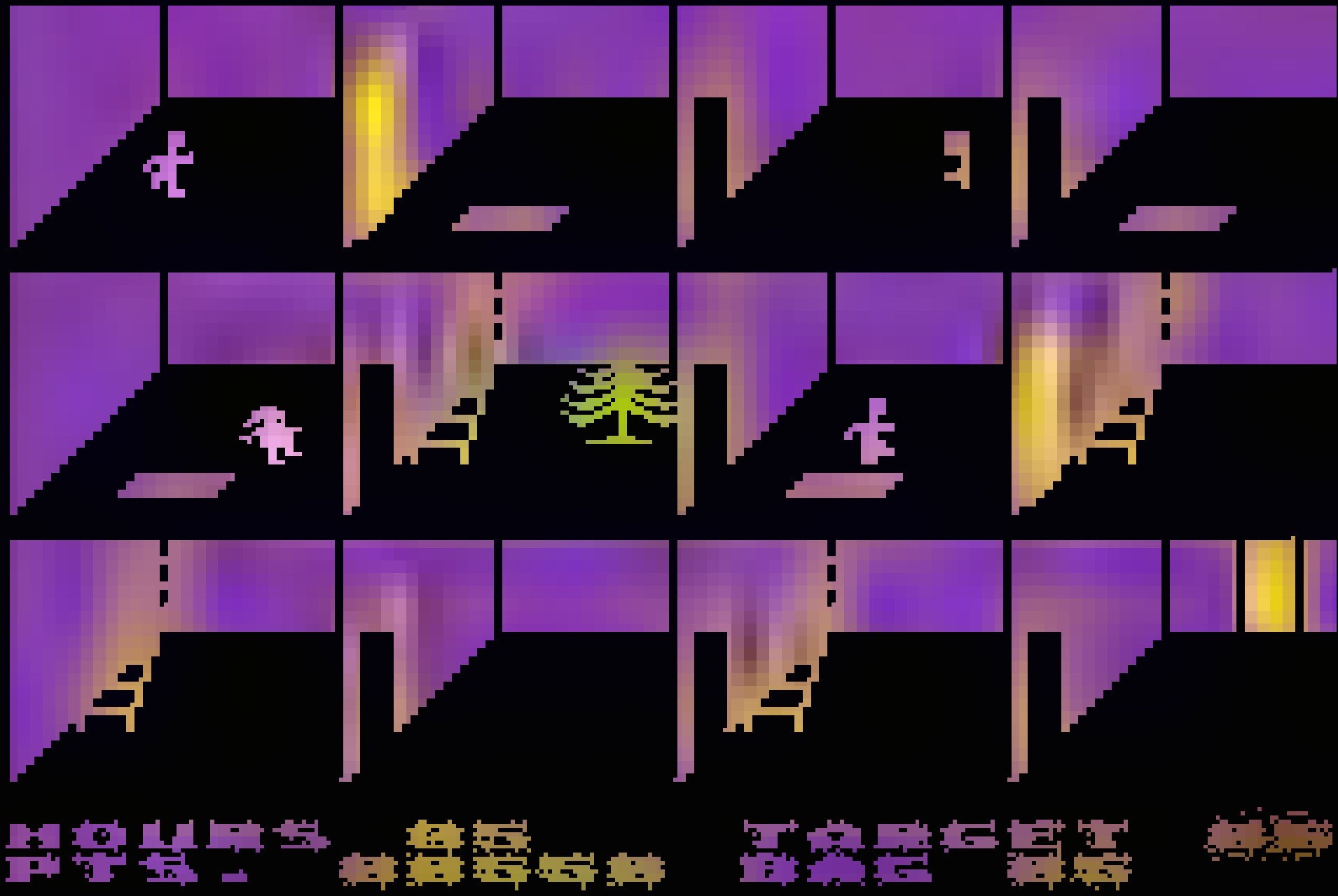

SCORE
TOKENS
CASH
TOKENS
Park
Show
TOKENS
LEVEL
TOKENS
SCORE
000210
BONUS

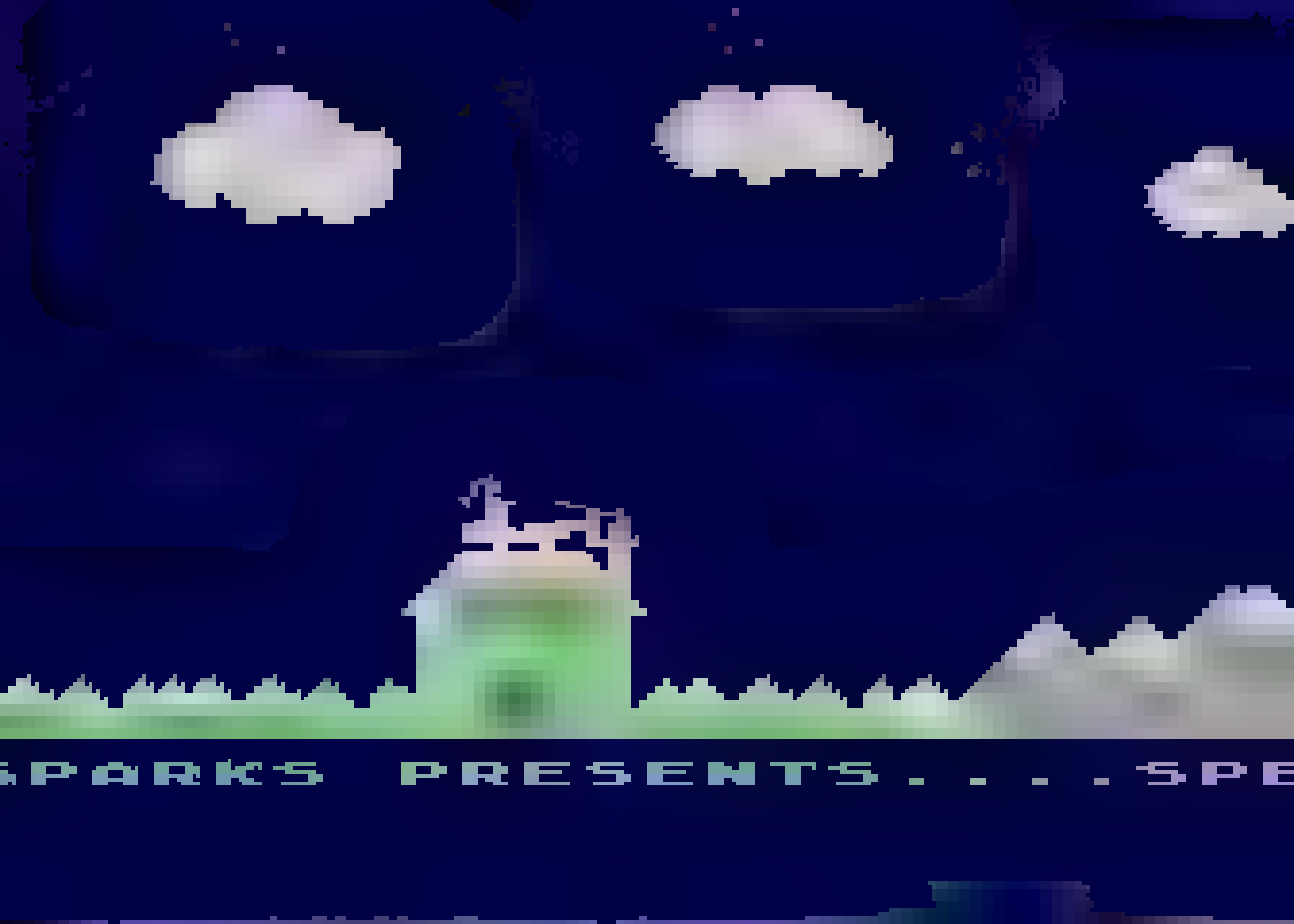
Broderbund Software Presents

Spare Change

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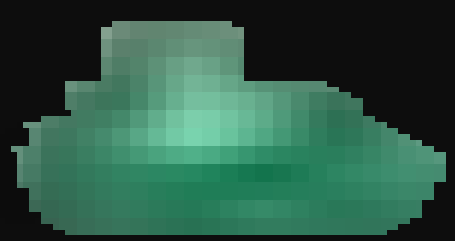

&PARKS PRESENTS. . . .SPE





SPECIAL FORCES

MIRAGE

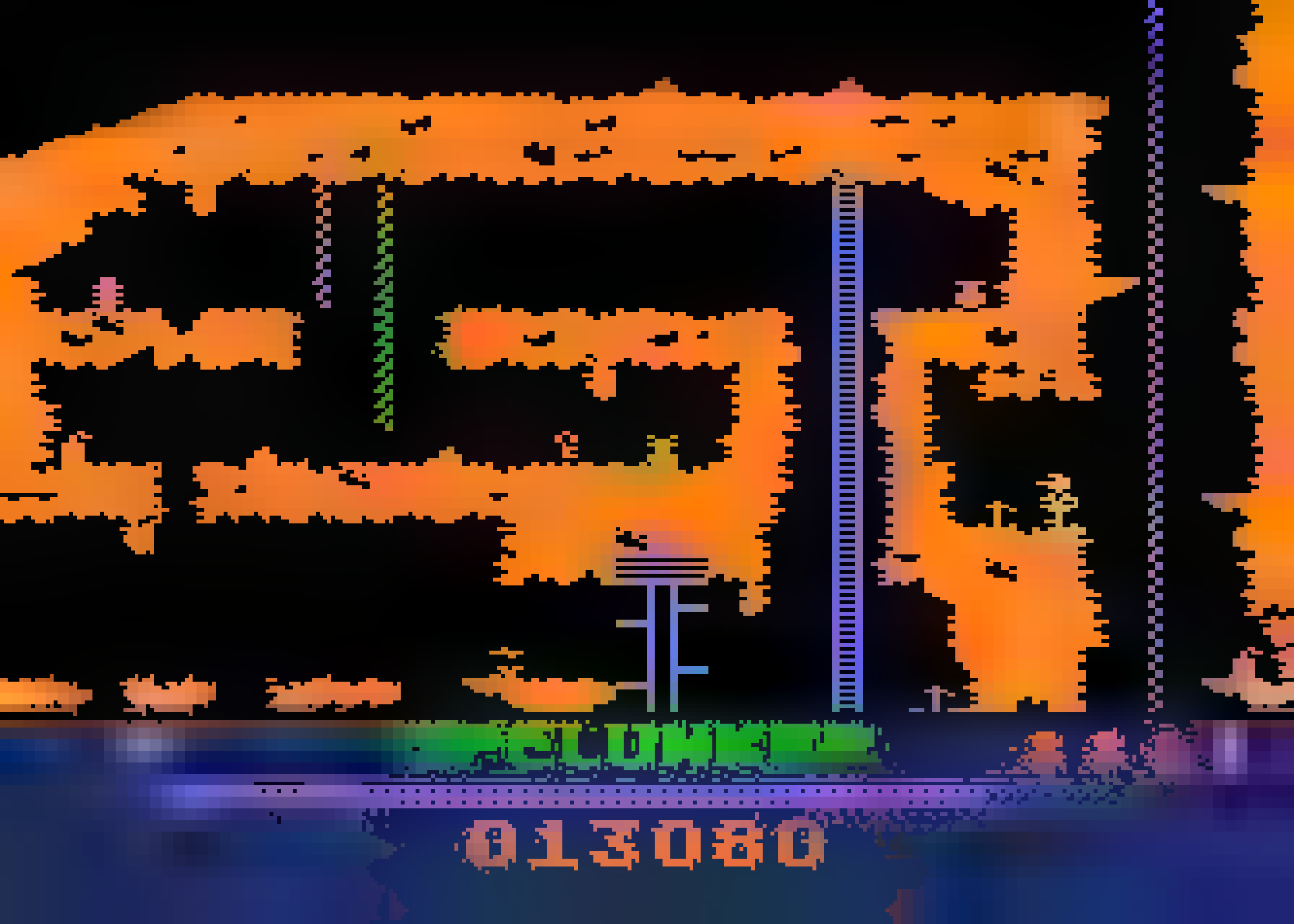


PROGRAM - PAWEŁ BULKOWSKI
ORAZ PAWEŁ KALINOWSKI
MUZYKA - ADRIAN GALINSKI
FIRE - STAKI

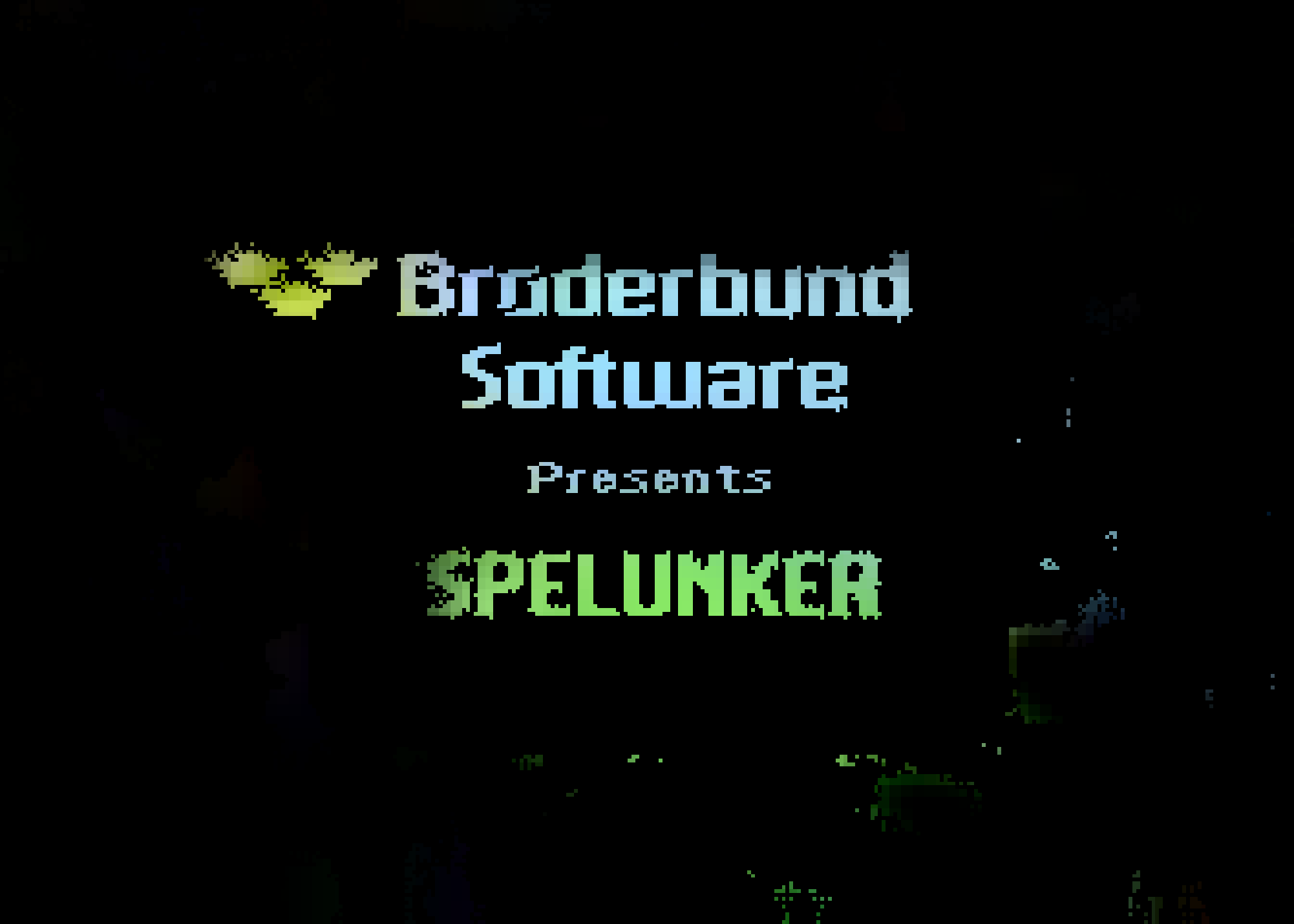
CHOOSE MOUSE MODE - AMIGA OR ATARI ST, E


SPELUNKER
000000

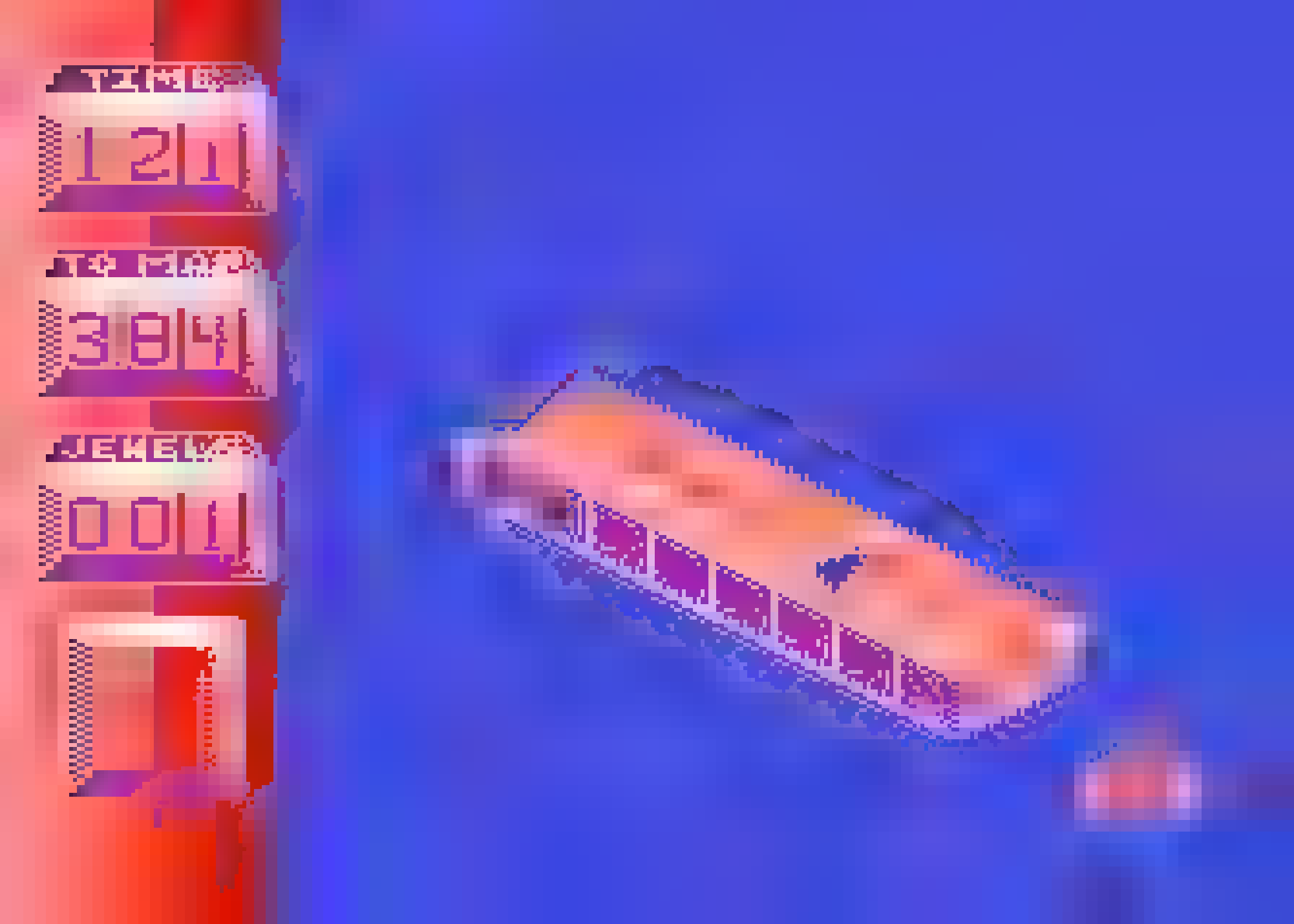

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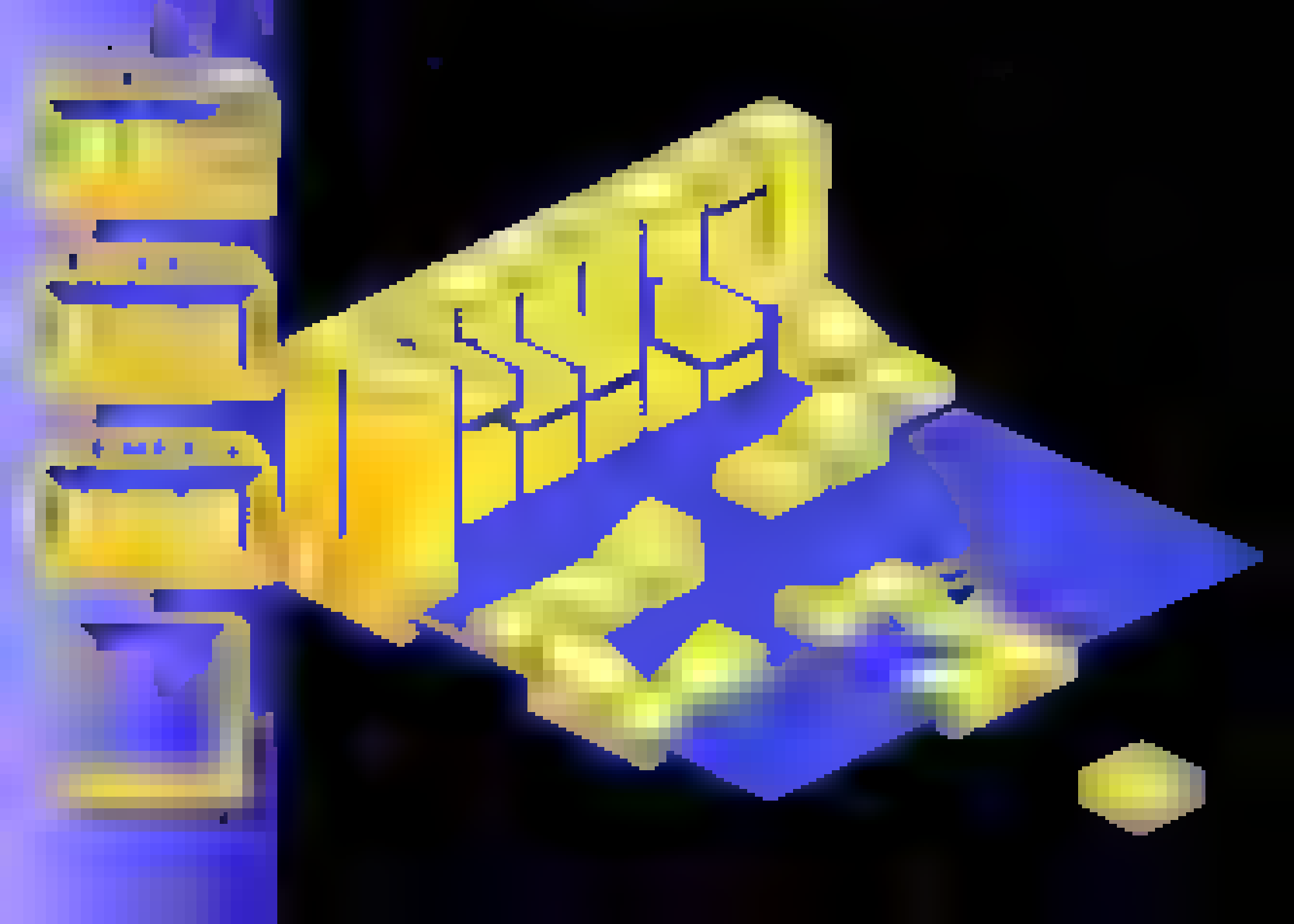

SCORE
013080


SPELUNKER
01740


Broderbund
Software
Presents
SPELUNKER


TIME
107
385
000


121
384
001



Spindizzy

(c) Electric Dreams 1986

by Paul Shirley and Mark Healey

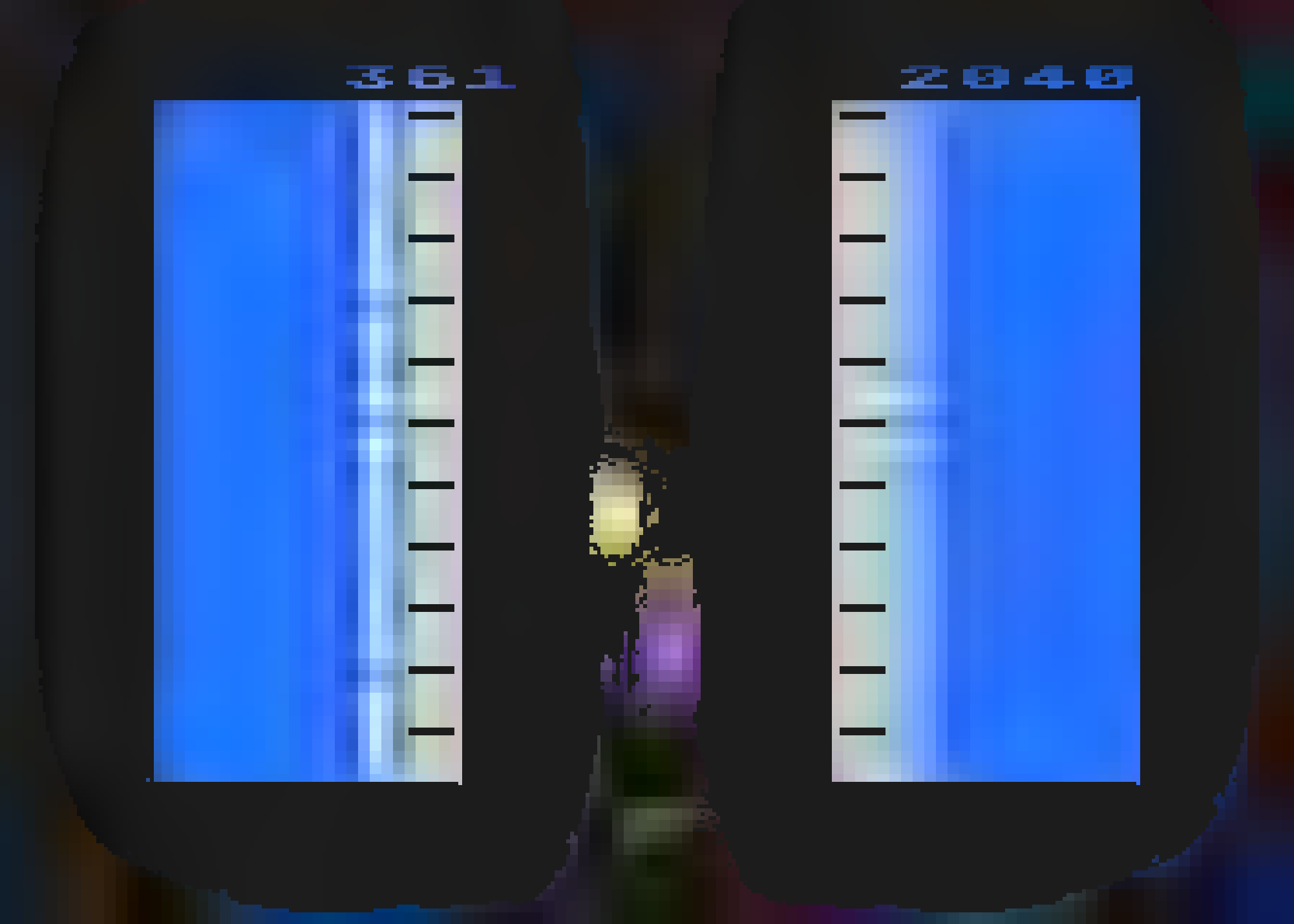


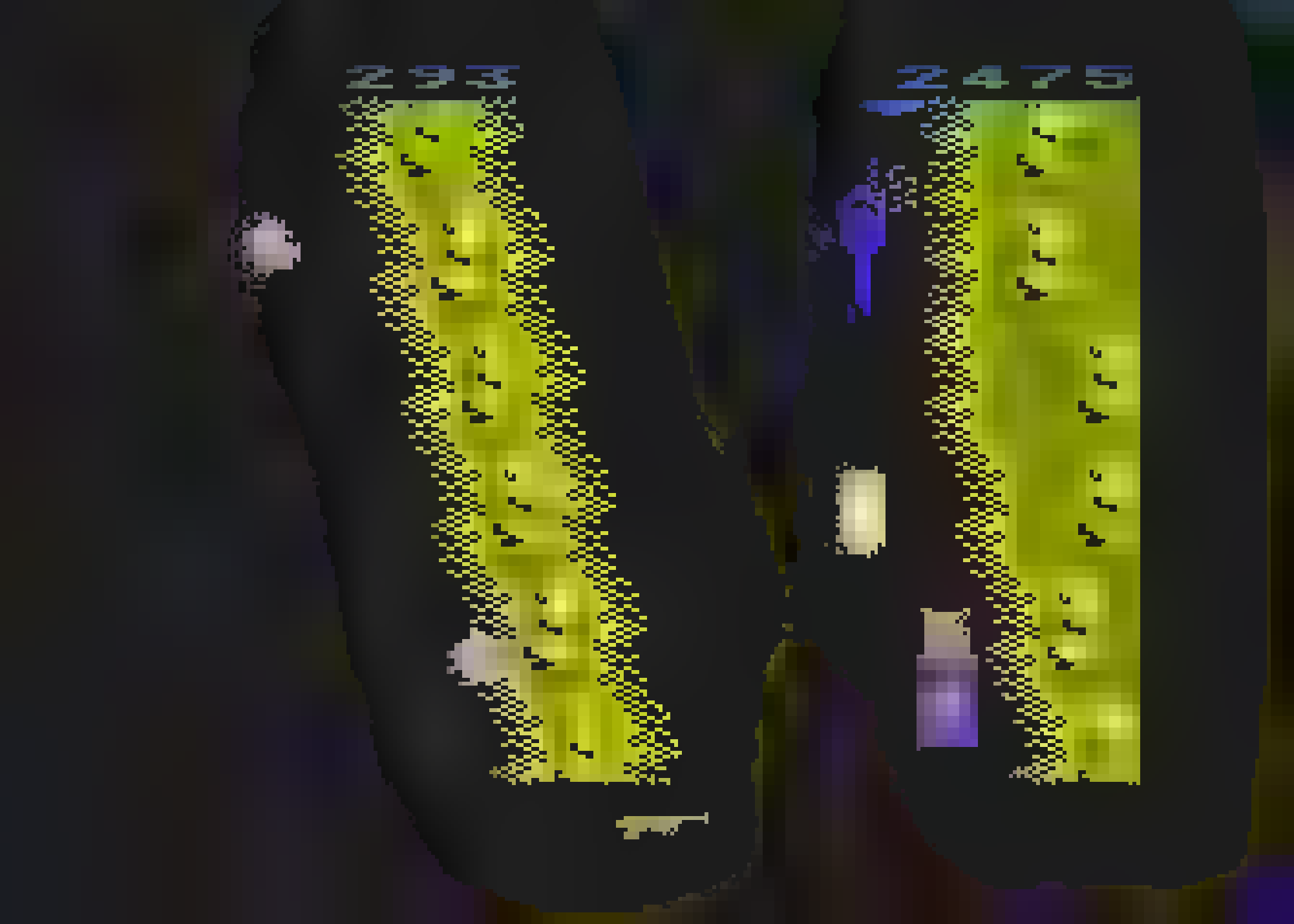

Course:3


Course: 16

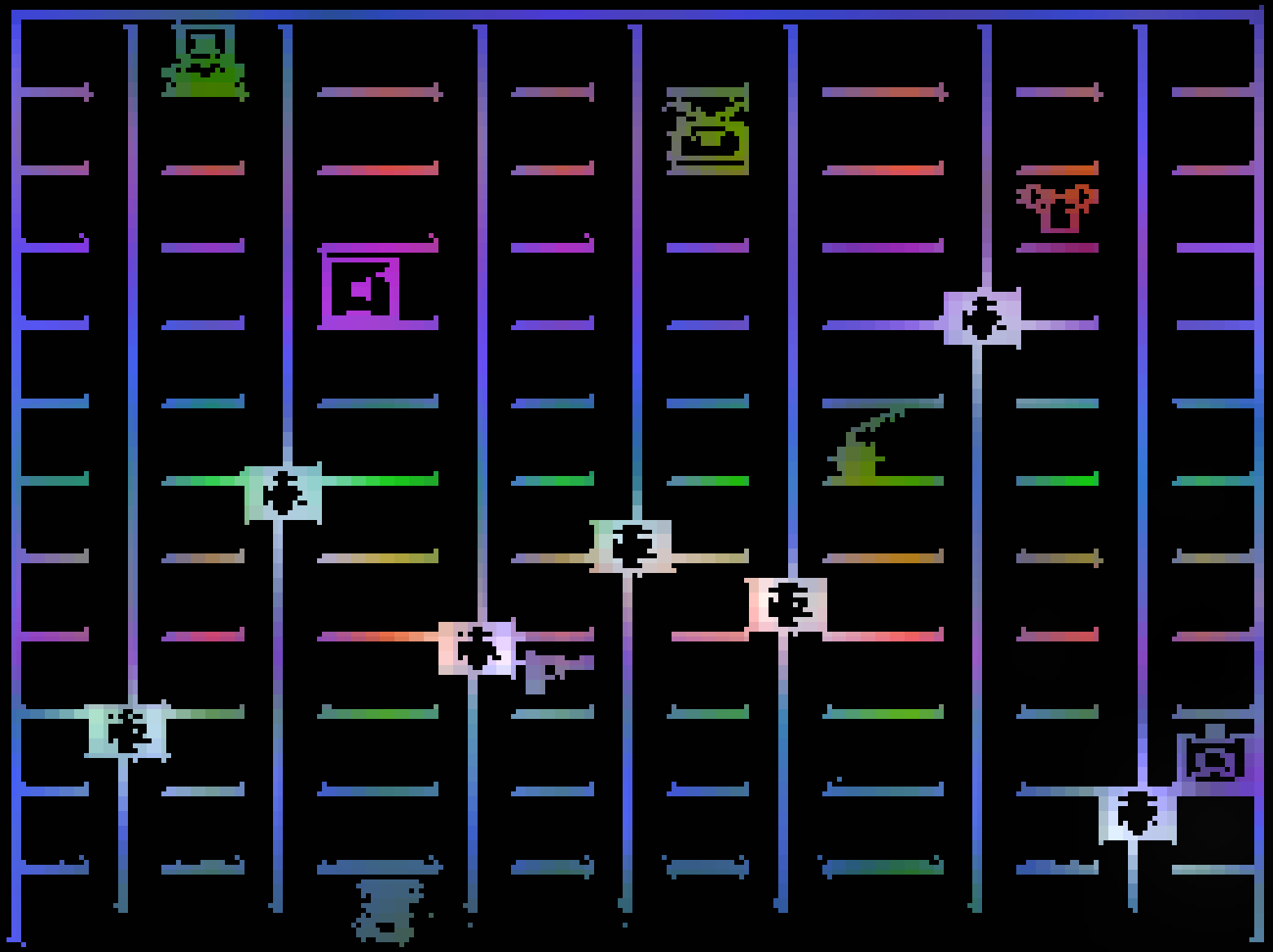



485
1470


361
2040


2 3 3
2 4 7 5


CLIMATE
CHANGE



217

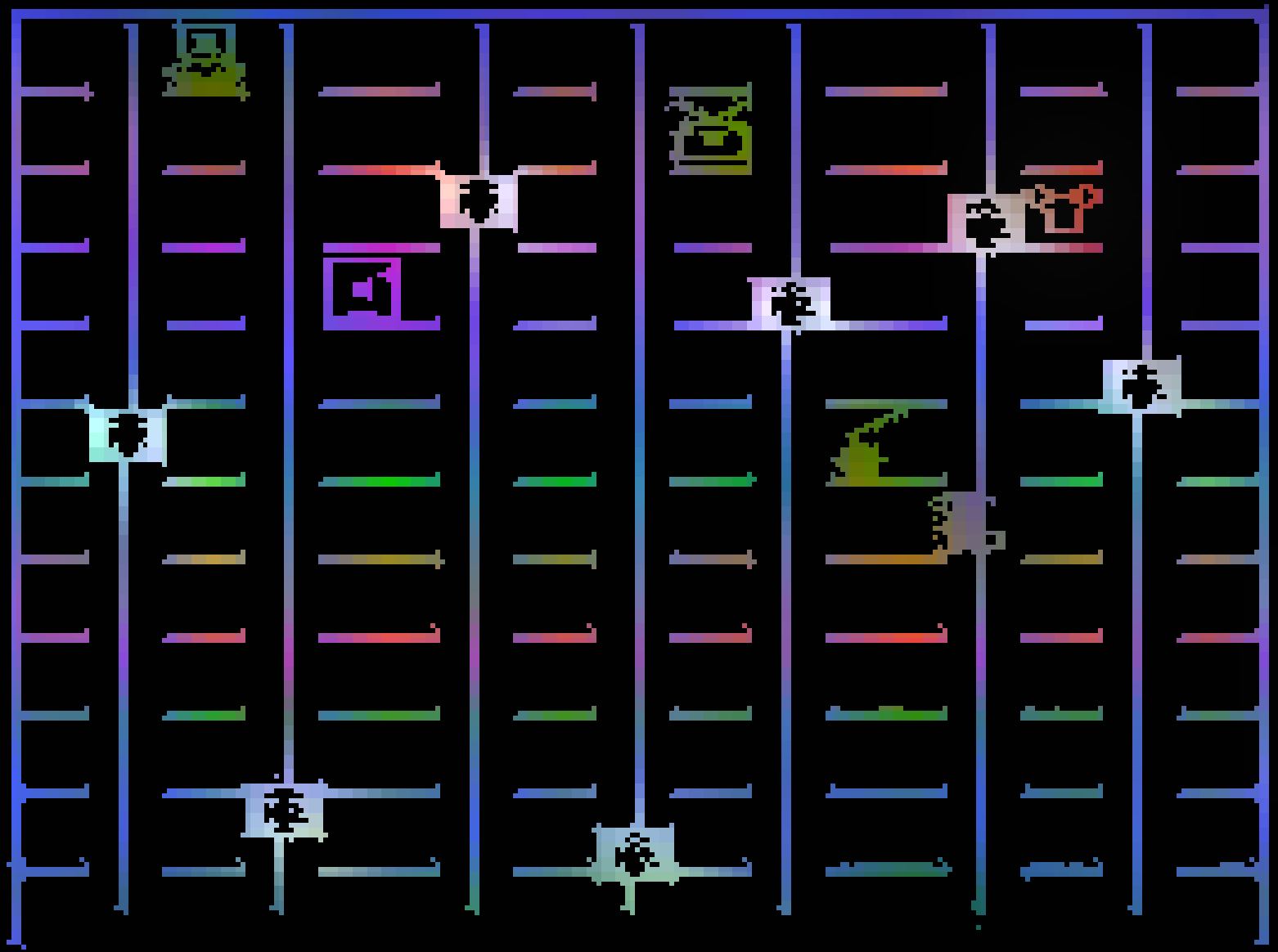
FERGUS SOFTWARE

SCORE

000000

HIGH-SCORE

000000



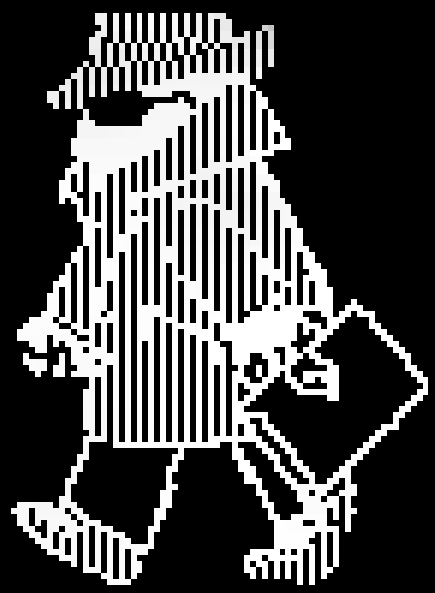
220

PENGUIN SOFTWARE

SCORE
001107

HIGH-SCORE
001107

SPY'S



crafted by: ROBERT HARDY

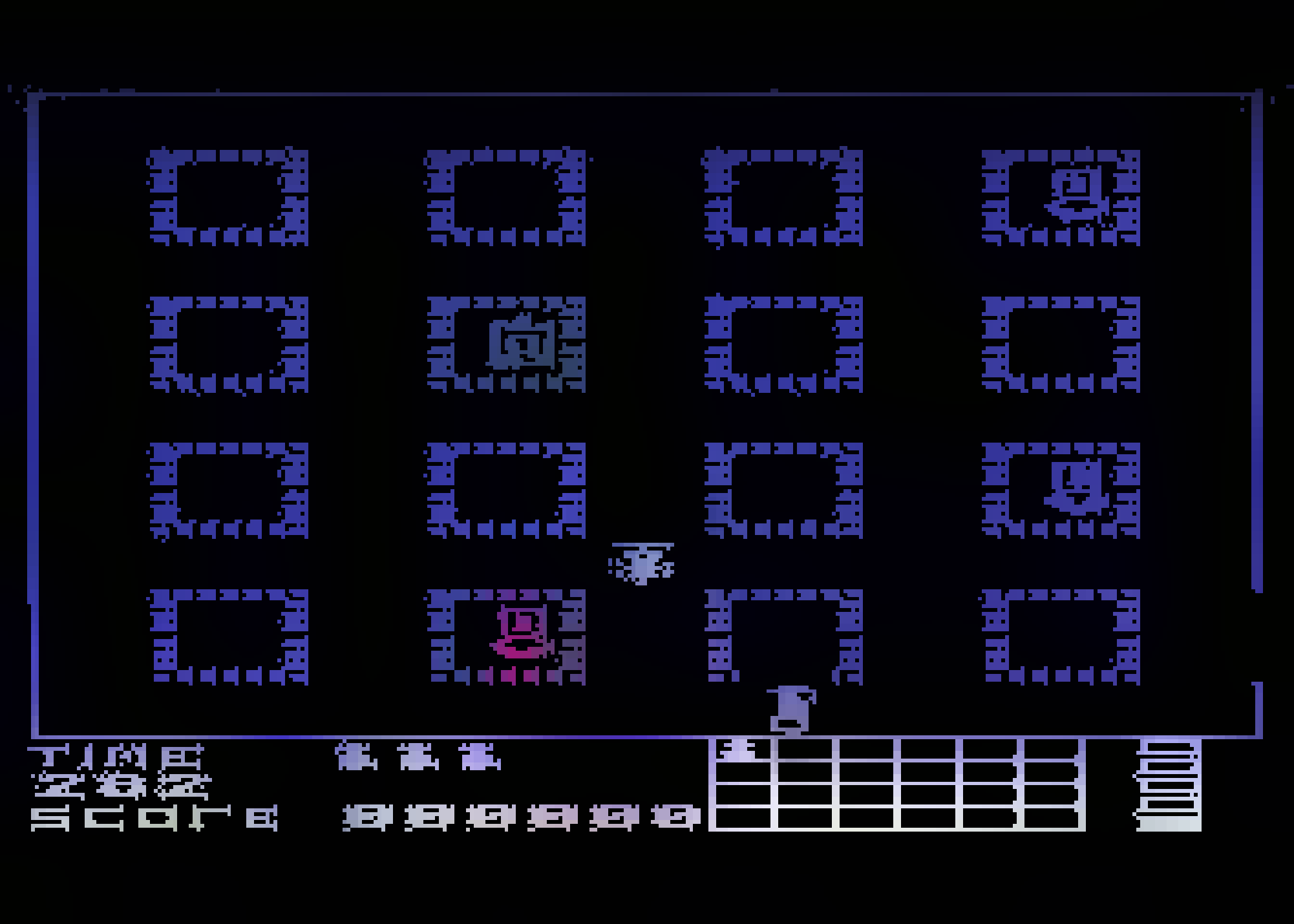
designed by: ALAN ZELDIN

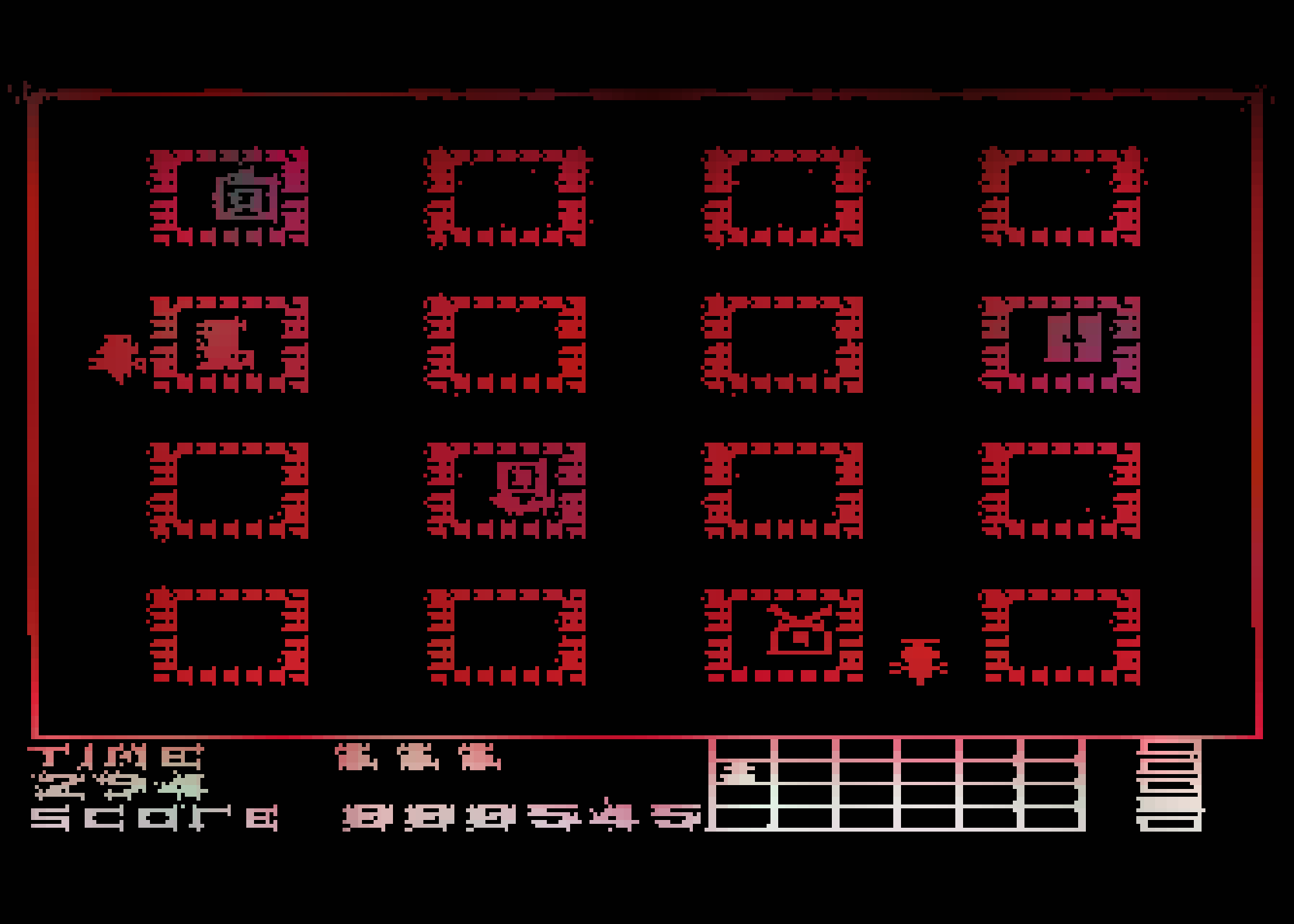
HIGH SCORE: 000000

(J)OYSTICK (K)EYBOARD (P)ADDLES

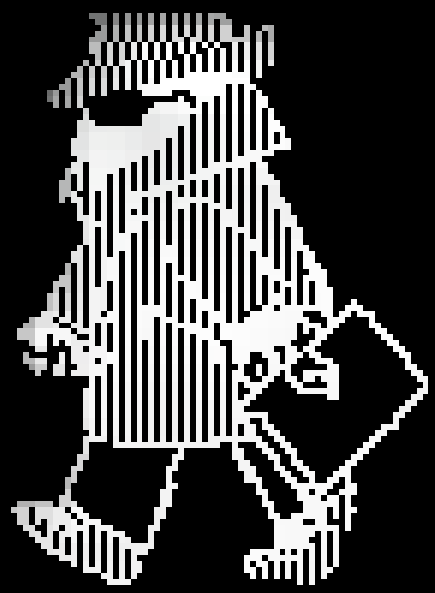
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penguin software


TIME
SCORE


TIME
SCORE

THE SPY STRIKES BACK !

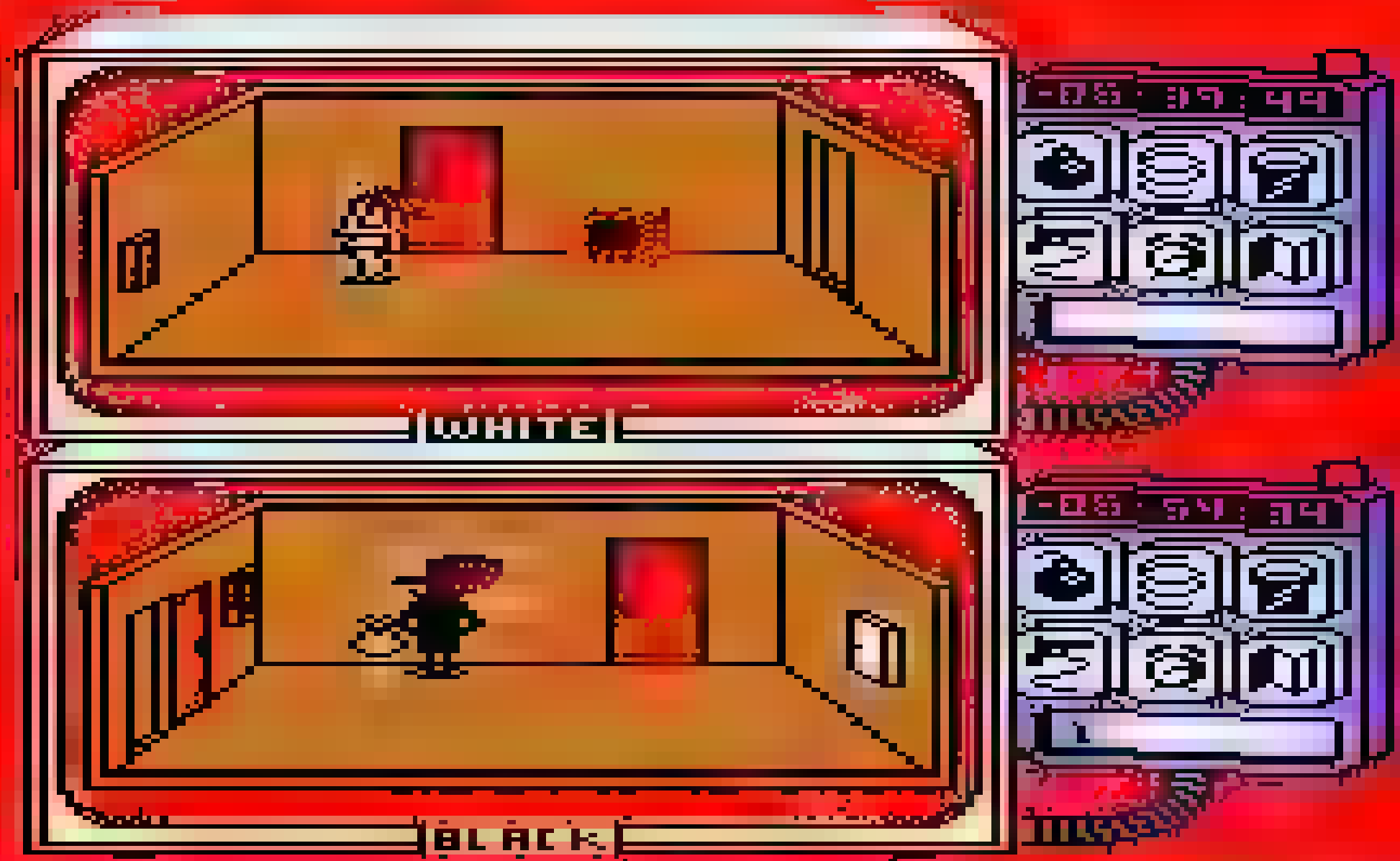


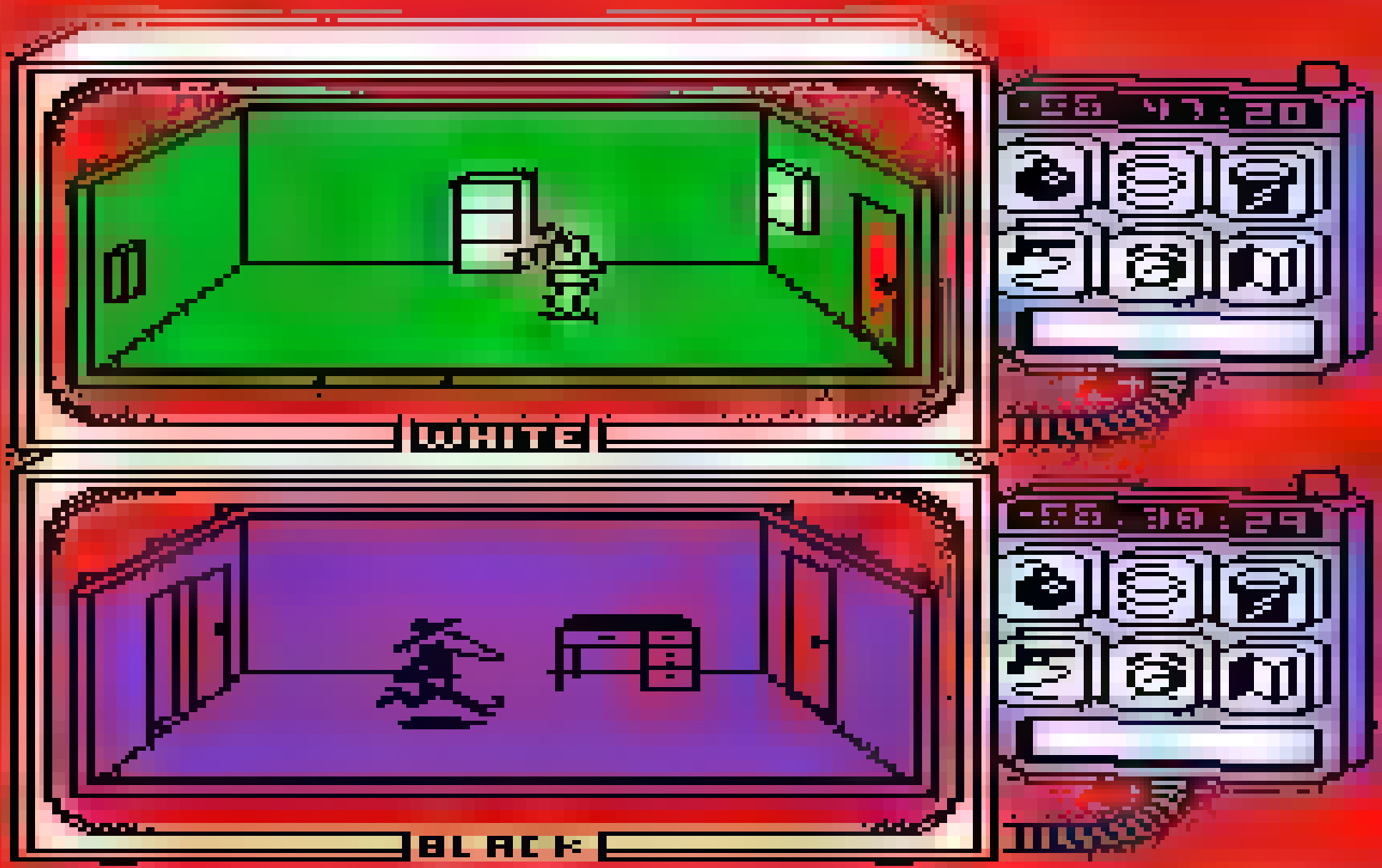
("How to Not Be Seen")

by Robert Hardy & Mark Pelczarski

HIGH SCORE: 000000

(C) 1983


WHITE
BLACK


WHITE
BLACK


MAD
MAGAZINE'S
OFFICIAL
SPY
VS
SPY
by
MIKE
RIEDEL
ATARI
VERSION
by
JIM
NANGANO
© 1984
FIRST
STAR
SOFTWARE inc
ATARI IS A REGISTERED TRADEMARK OF ATARI INC

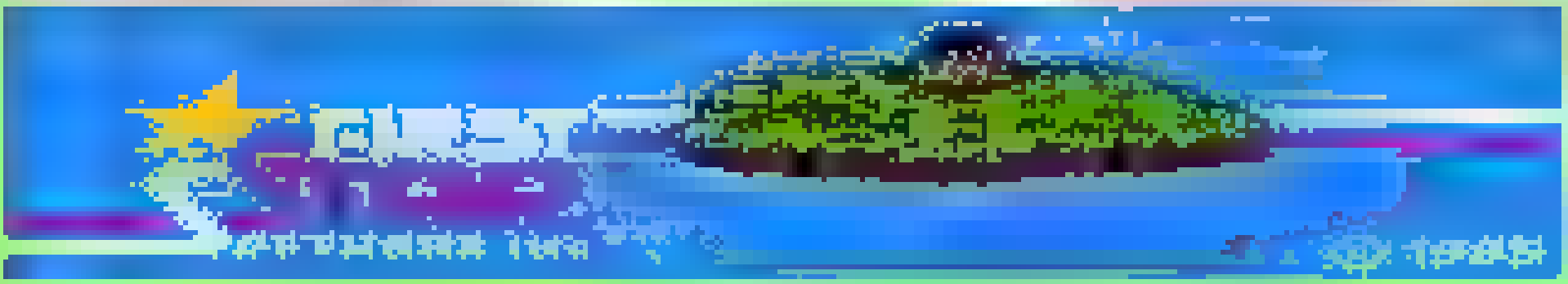

00:00
PLAYERS
1 2
1 3 5 7
1 3 5



MAD® SPY vs SPY

THE ISLAND CAPER

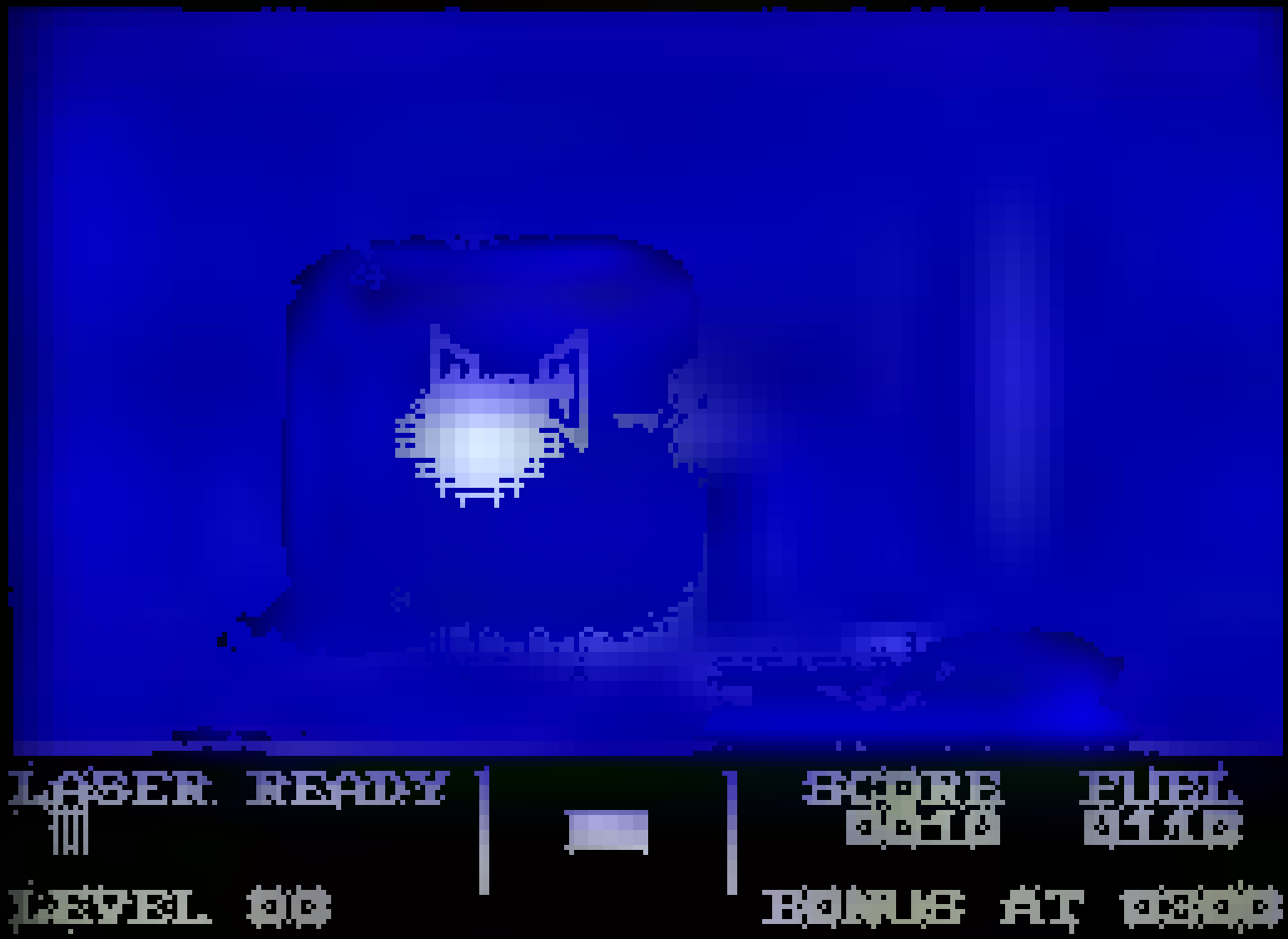
BY MIKE RIEDEL




BODY HEAT
WHITE SPY
ARCTIC ANTICS
By Jim Nobbs
SE STICK TO SELECT
BODY HEAT
BLACK SPY
HIDE
GO!


BODY HEAT
WHITE
BODY HEAT
BLACK


ARCTIC ARMS


LASER READY
SCORE
0010
FUEL
0110
LEVEL 00
BONUS AT 0000


LASER READY
SCORE
0010
FUEL
0104
LEVEL 00
BONUS AT 0300


EXIT
LASER READY
SCORE
FUEL
LEVEL 00
BONUS AT


L.R.S.
000 100 000
004 000 000
400 400 000
SHIELDS
2
3
1
4
CMD?
TAC DISP
1 2 3 4 5 6 7 8 9 10
1
2
3
4
5
6
7
8
9
10
Quad: 3,7
Sect: 9, 7
Brng: 0 deg
Powr: 5000
Shld: 0
0 / 0
0 / 0
AAS : ON
L.S. : PRIMARY
Torp: 20
Casl : 0/500
A.El : 0/58
DAM LAS
SHP end

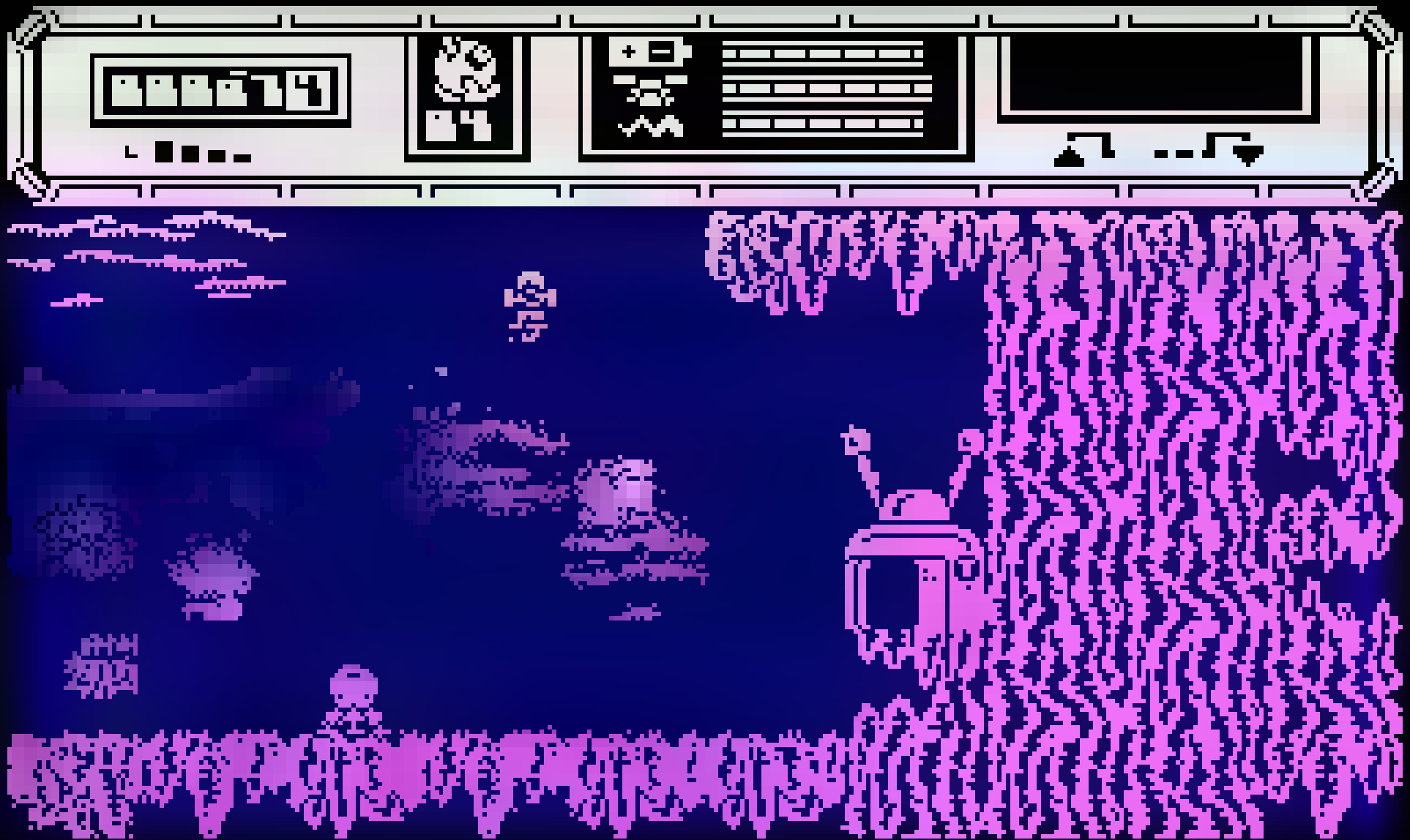

STARFLEET COMMAND
Commander In Chief
DR T SORENSEN
Creator
Deputy Commander
Mark Baldwin
Author
Chief of Staff
LOGISTICS
PERSONNEL
SPECIAL SERVICES
RESEARCH & TECHNOLOGY
EXPLORATION
FLEET OPS
SPACE TRANS
INTERPLANETARY RELATIONS
INTELLIGENCE
ENGINEERING
SCIENCES
BASE OPERATIONS
STARFLEET ACADEMY
SECURITY


STAR FLEET
The War Begins!


B S OUT USTR COMP INN
0 1 0 0 0 1


GAMESTAR PRESENTS
STAR LEAGUE BASEBALL
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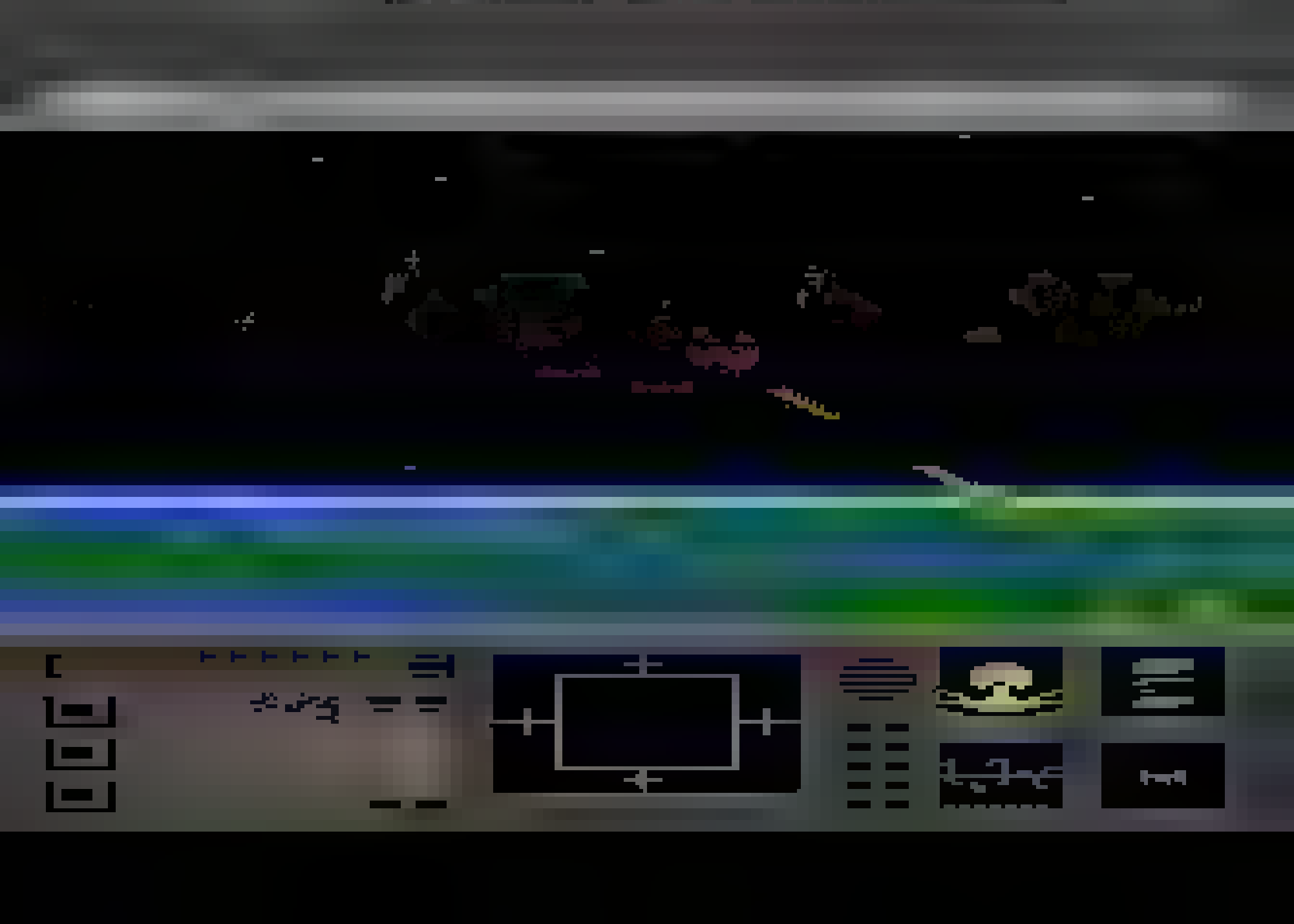







NICK STRANGE
bubble bus
STEPHEN CROW





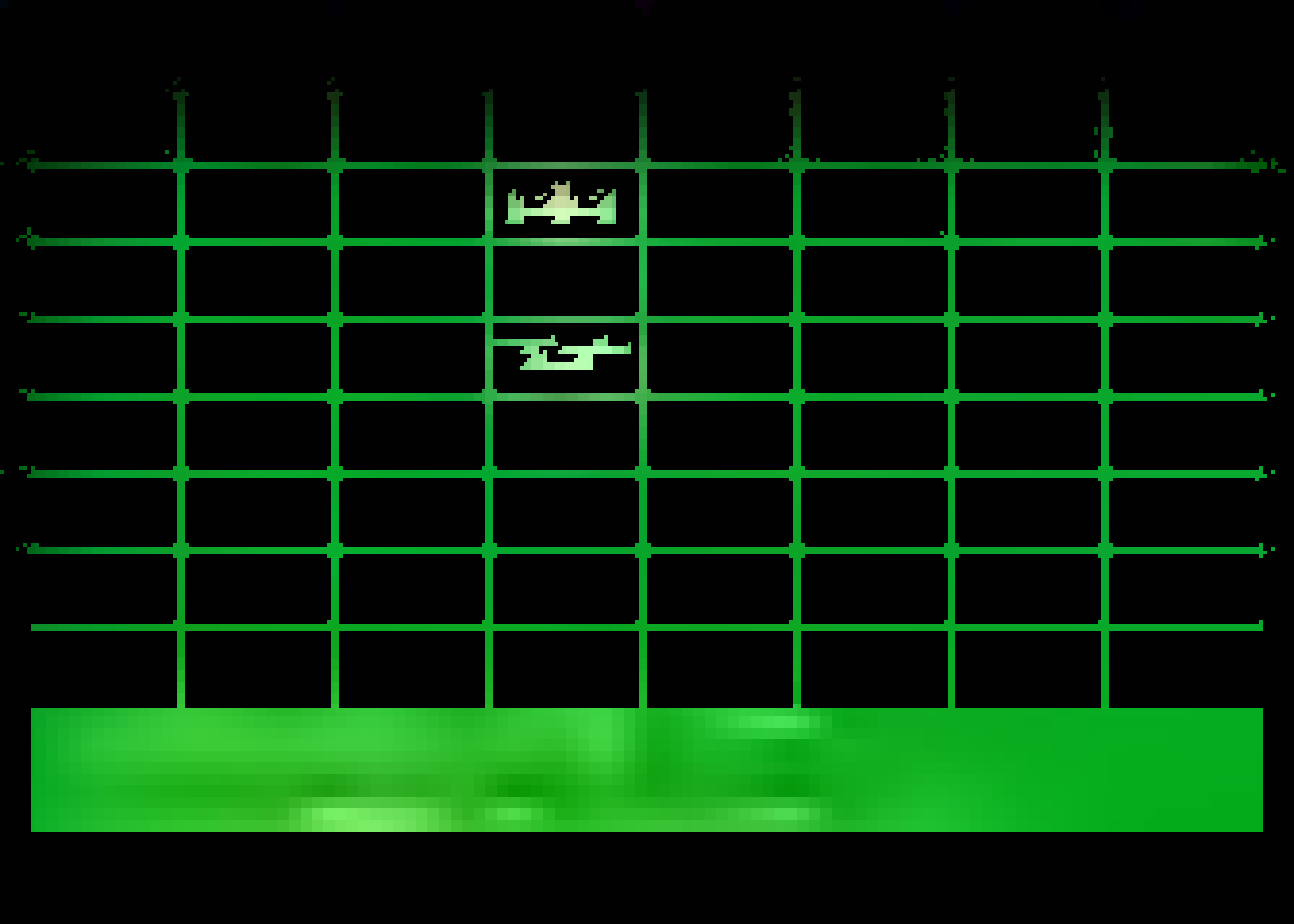


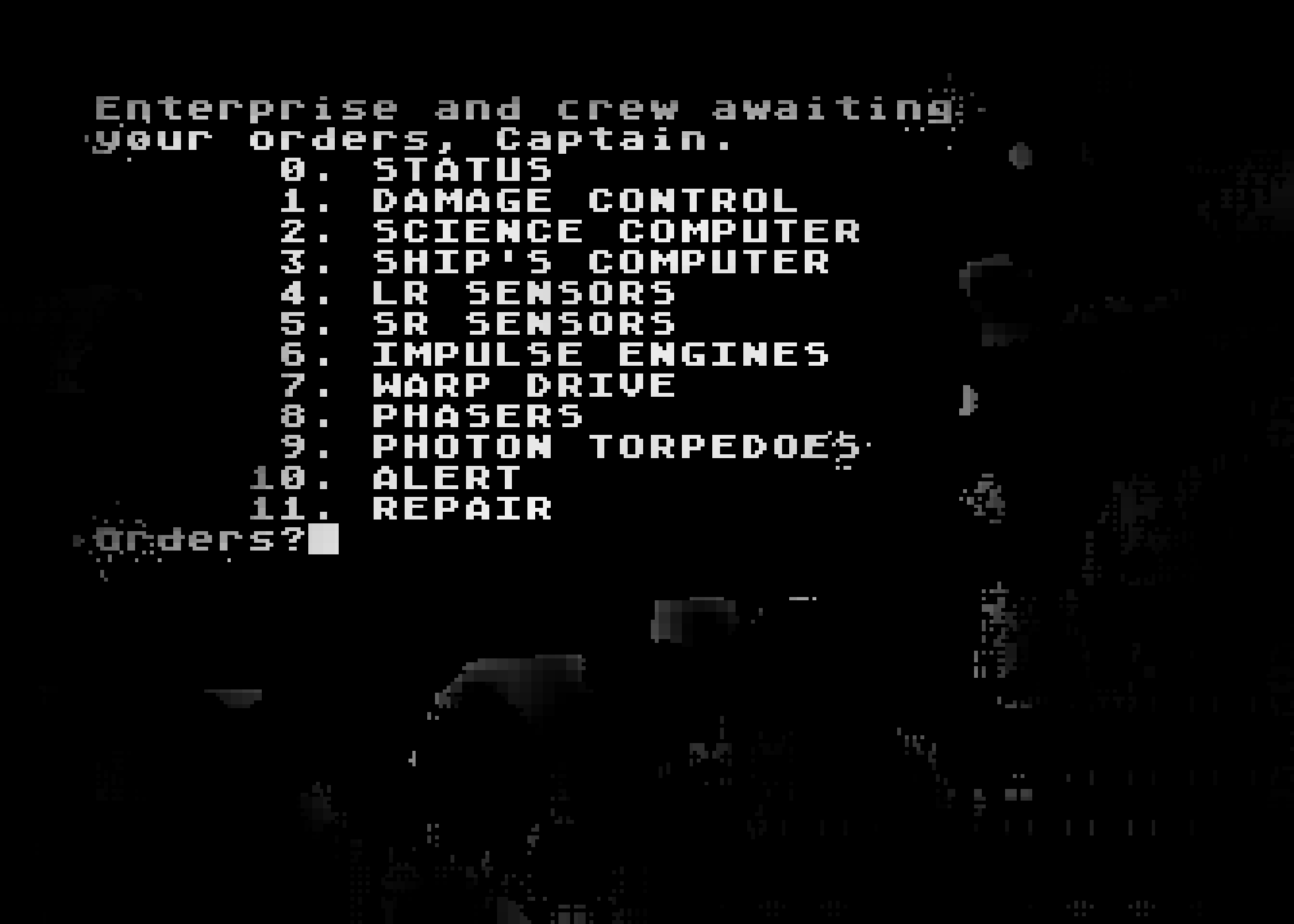
Star Raiders II

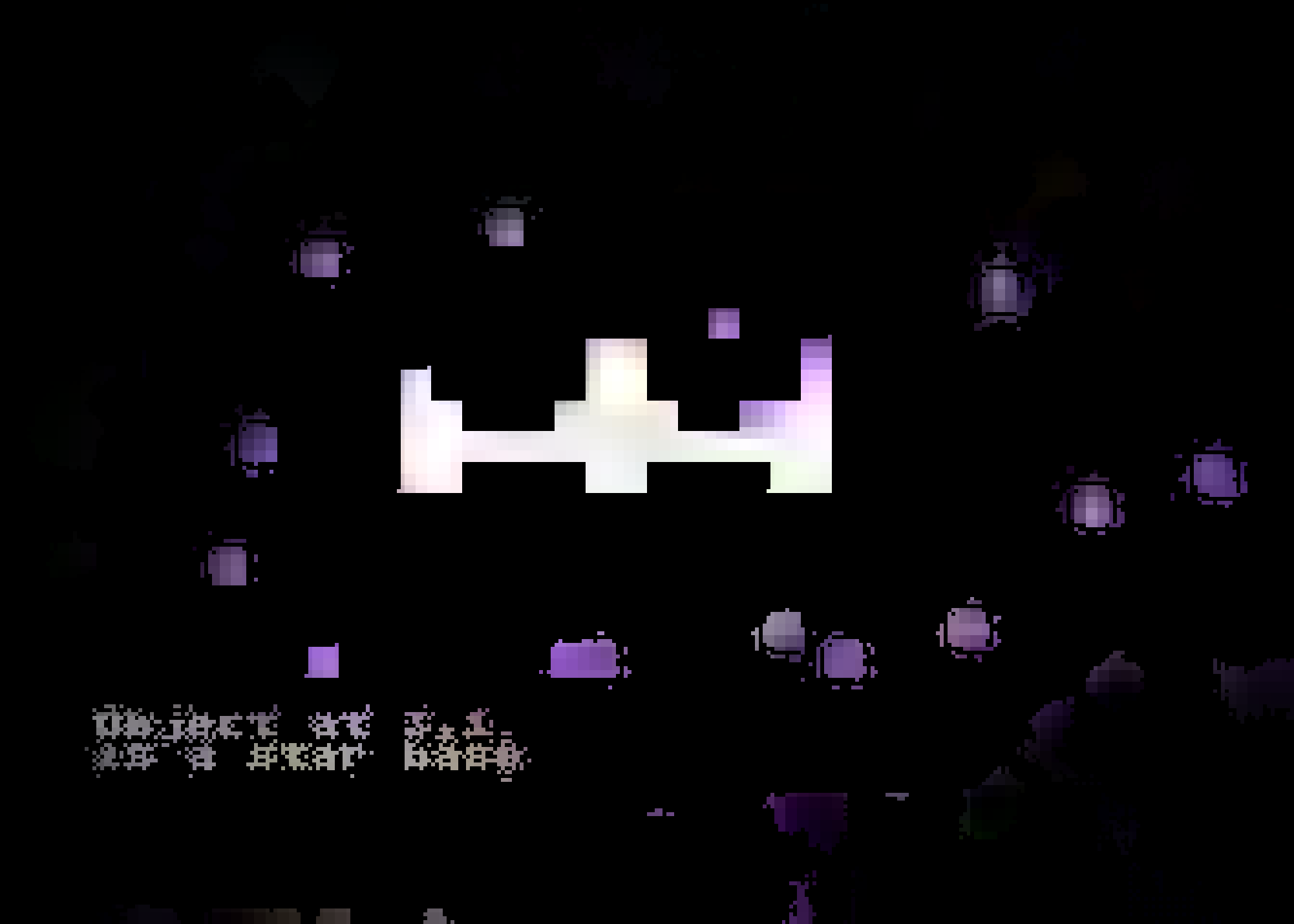
©ATARI CORP. 1985







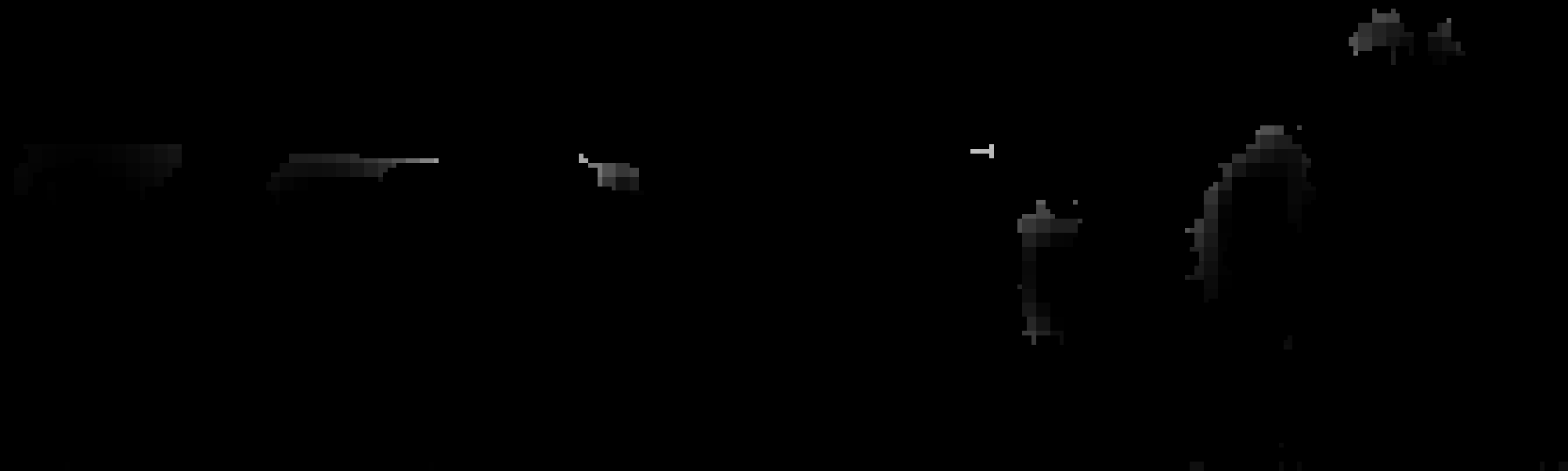

Enterprise and crew awaiting
your orders, Captain.
0. STATUS
1. DAMAGE CONTROL
2. SCIENCE COMPUTER
3. SHIP'S COMPUTER
4. LR SENSORS
5. SR SENSORS
6. IMPULSE ENGINES
7. WARP DRIVE
8. PHASERS
9. PHOTON TORPEDOES
10. ALERT
11. REPAIR
Orders?



Lt. Uhura here...
Damage Control reports the following:

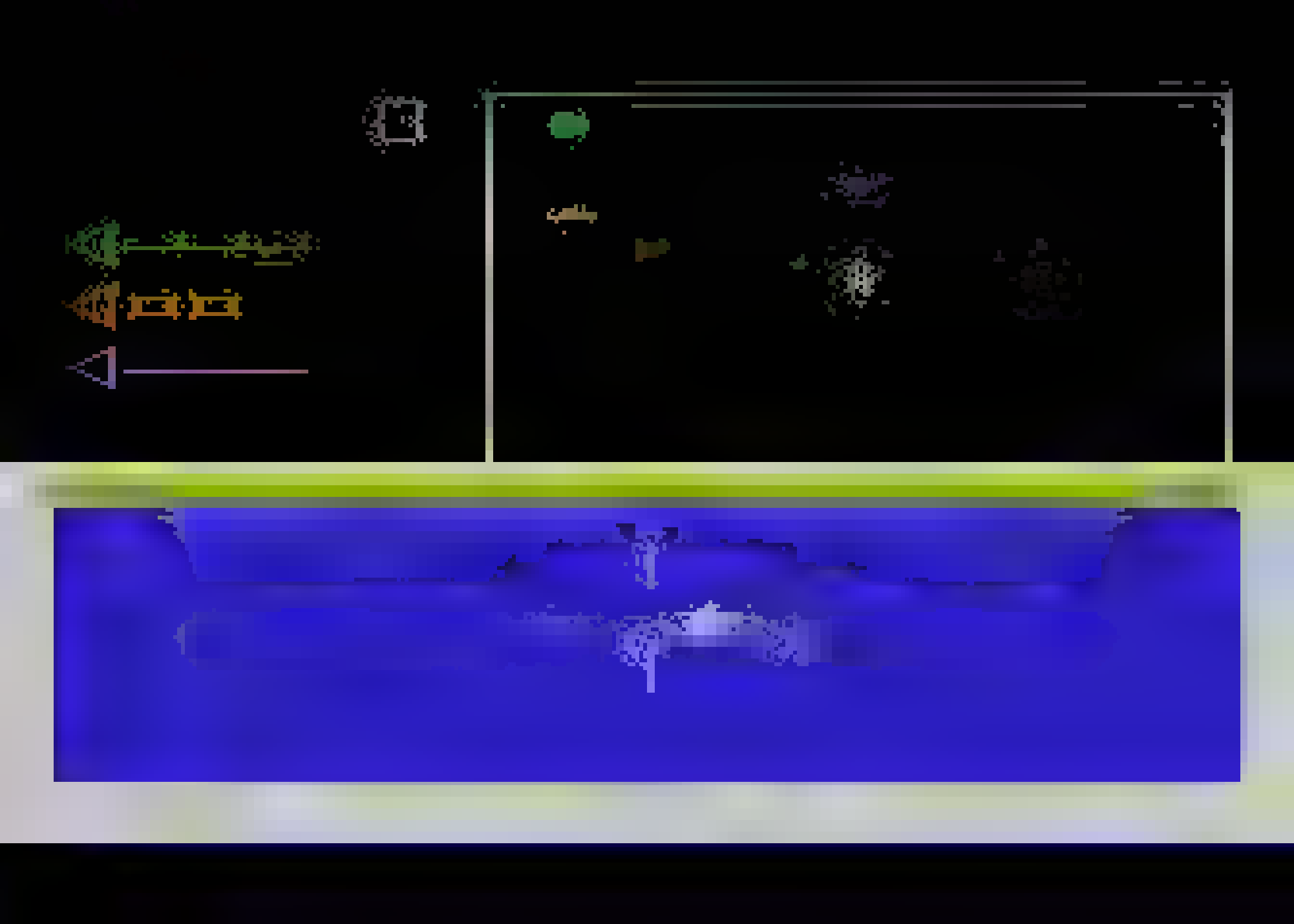
DAMAGE CONTROL	OPERATIONAL
SCIENCE COMPUTER	OPERATIONAL
SHIP'S COMPUTER	OPERATIONAL
LR SENSORS	OPERATIONAL
SR SENSORS	OPERATIONAL
IMPULSE ENGINES	OPERATIONAL
WARP DRIVE	OPERATIONAL
PHASERS	OPERATIONAL
PHOTON TORPEDOES	OPERATIONAL

Press RETURN to continue. —>?




STAR TREK (tm)* III
By Lance Micklus and David Simmons
*(tm) Paramount Pictures Corporation.
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5400

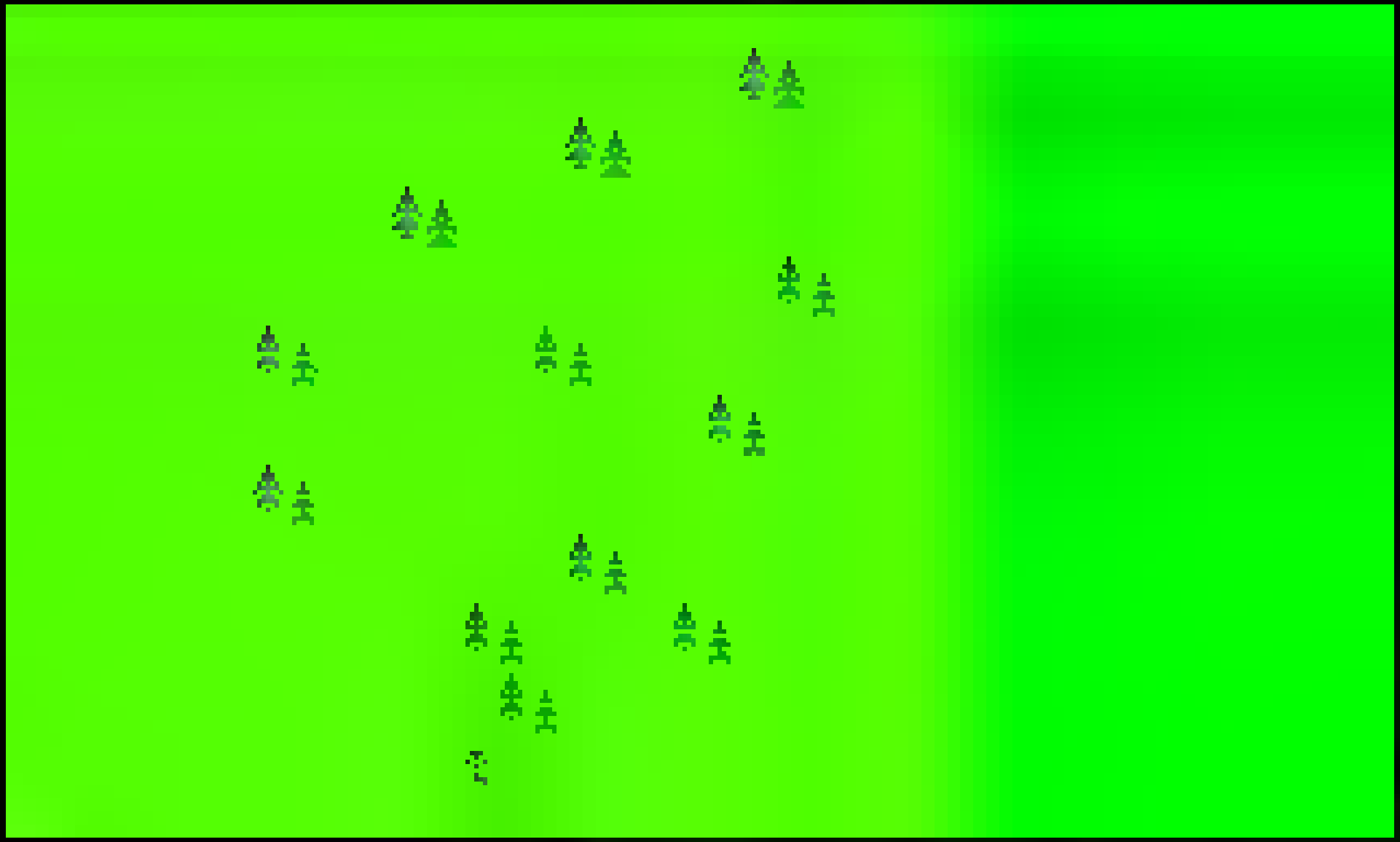


STAR TREK™



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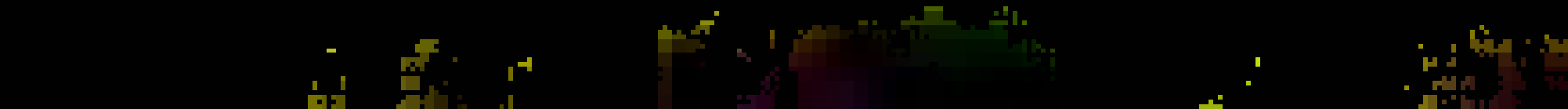


STARQUEST

STAR WARRIOR

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AUTOMATED
SIMULATIONS

HIT ANY KEY TO BEGIN




SHIELD
SMART TIE FIGHTERS

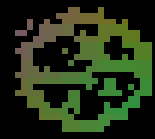

SCORE
HI-SCORE
SHIELD
2 MINE
FOR SABOTAGING MILL
TANKS


SHIELD
SELECT WAVE


SHIELD
SHOOT TIE FIGHTERS

SELECT A DEATH STAR
FIRE LASER AT DESIRED DEATH STAR
COUNT DOWN
WAVE 1 08 WAVE 5





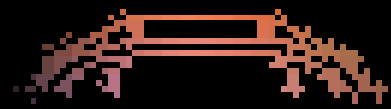
EASY
NO BONUS

WAVE 3
MEDIUM

HARD
BONUS
000000



BONUS
000000



PULL TRIGGER TO START

STARWARS

ATARI VERSION BY ZEPPELIN GAMES LTD.
PROGRAMMED BY IAN COPELAND.

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AND ATARI GAMES

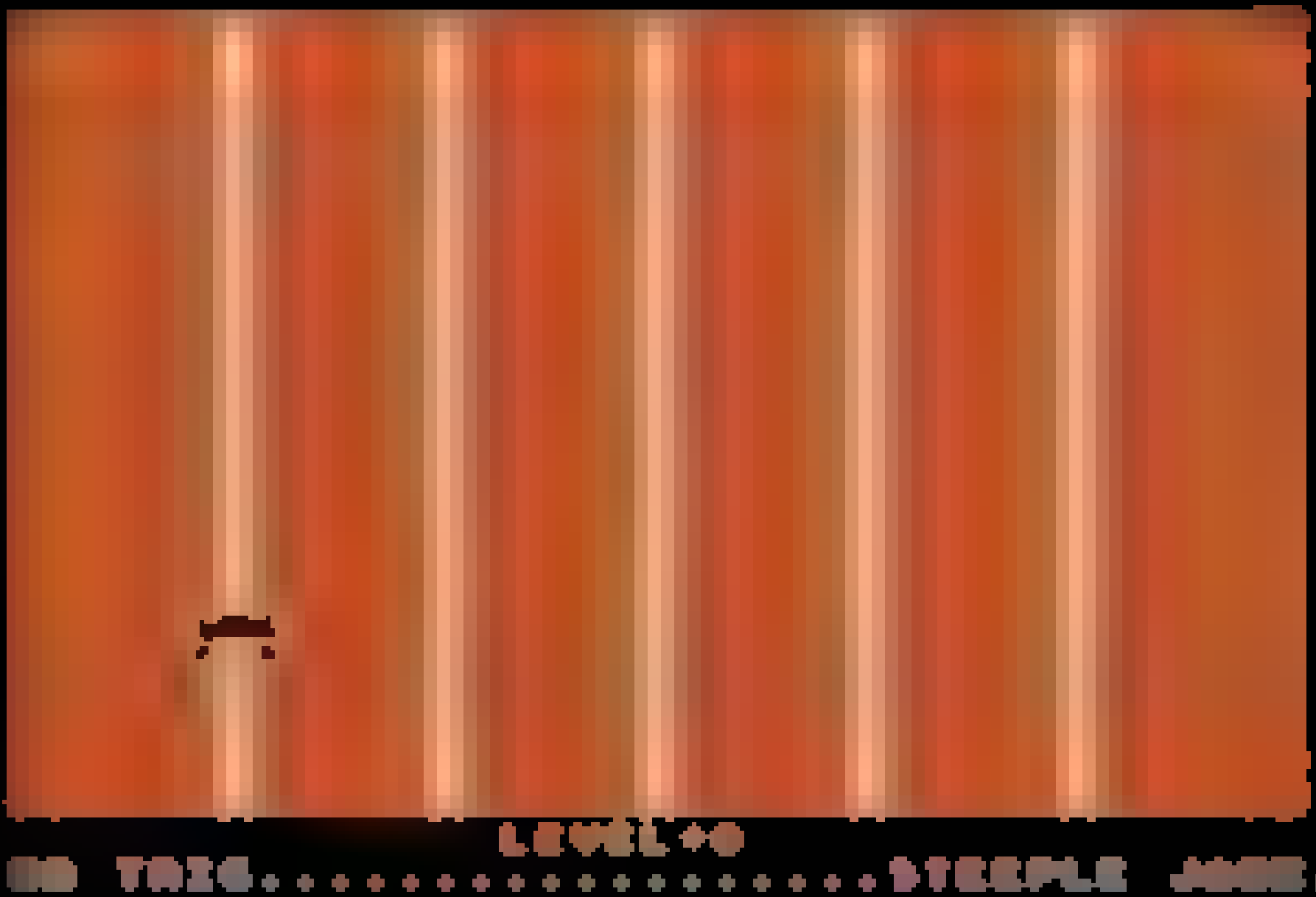
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A GAME PUBLISHED BY
DOMARK

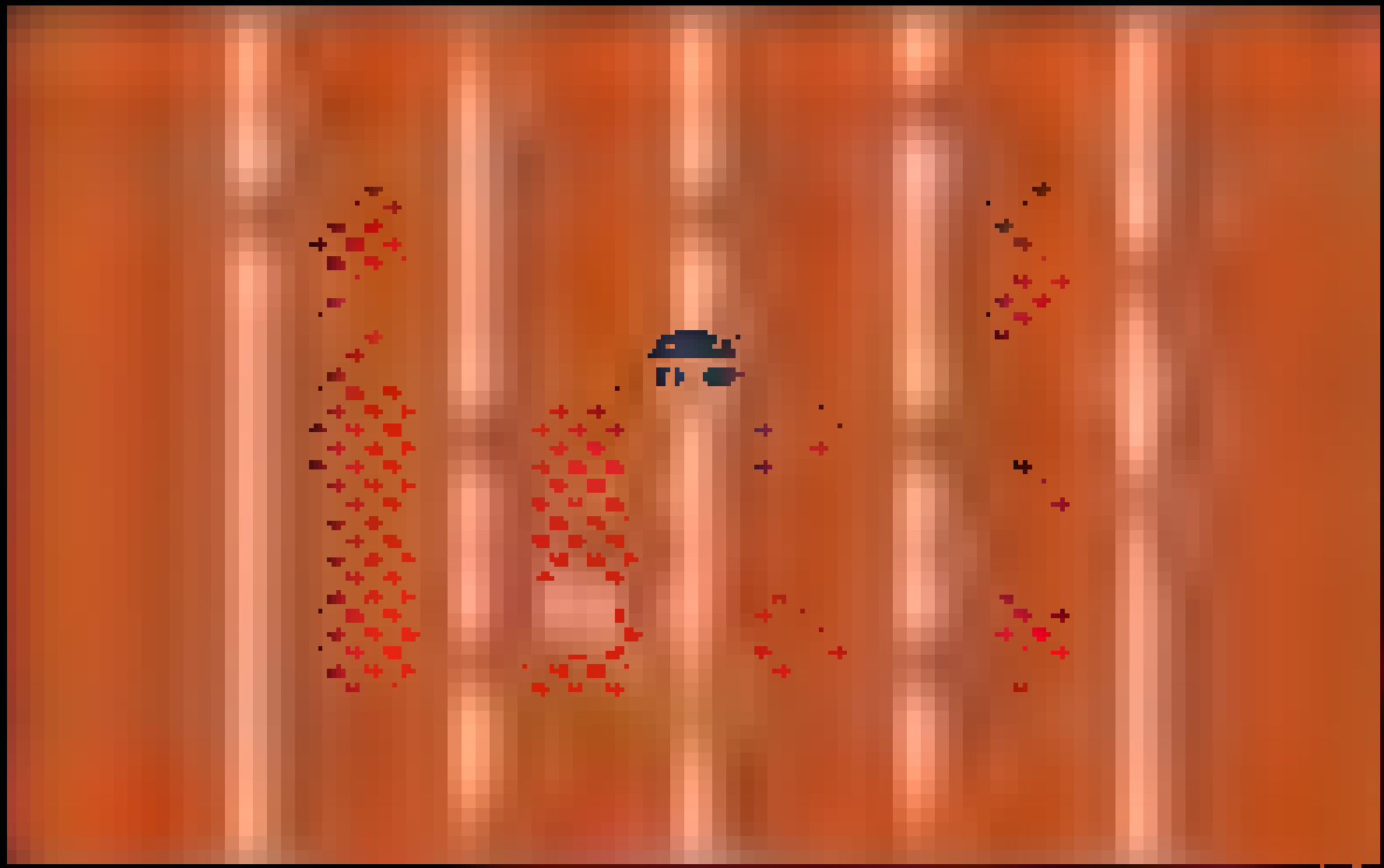

STAR
WARS
A LONG TIME AGO...IN A GALAXY FAR AWAY
CODED BY
IAN
COPELAND

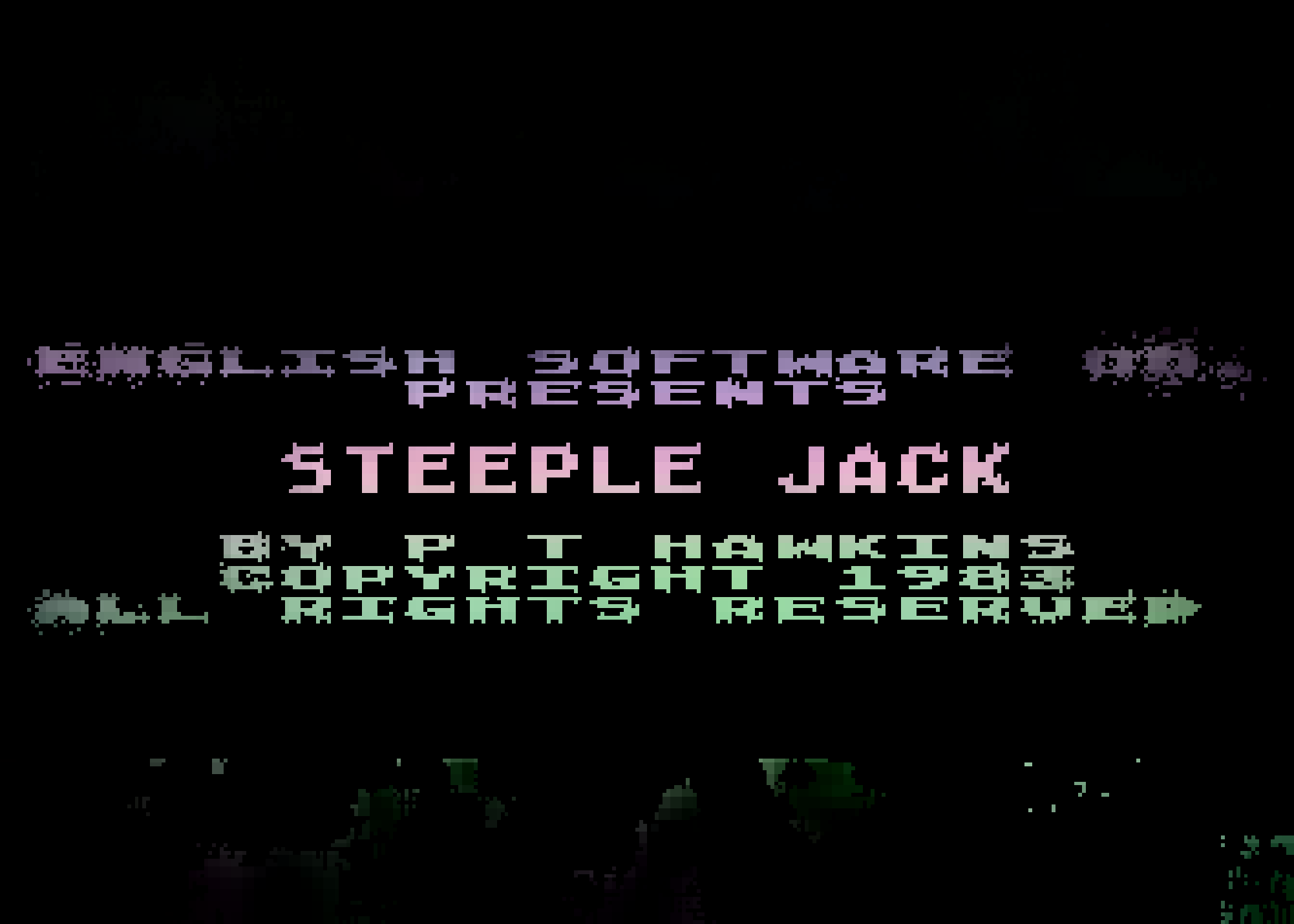


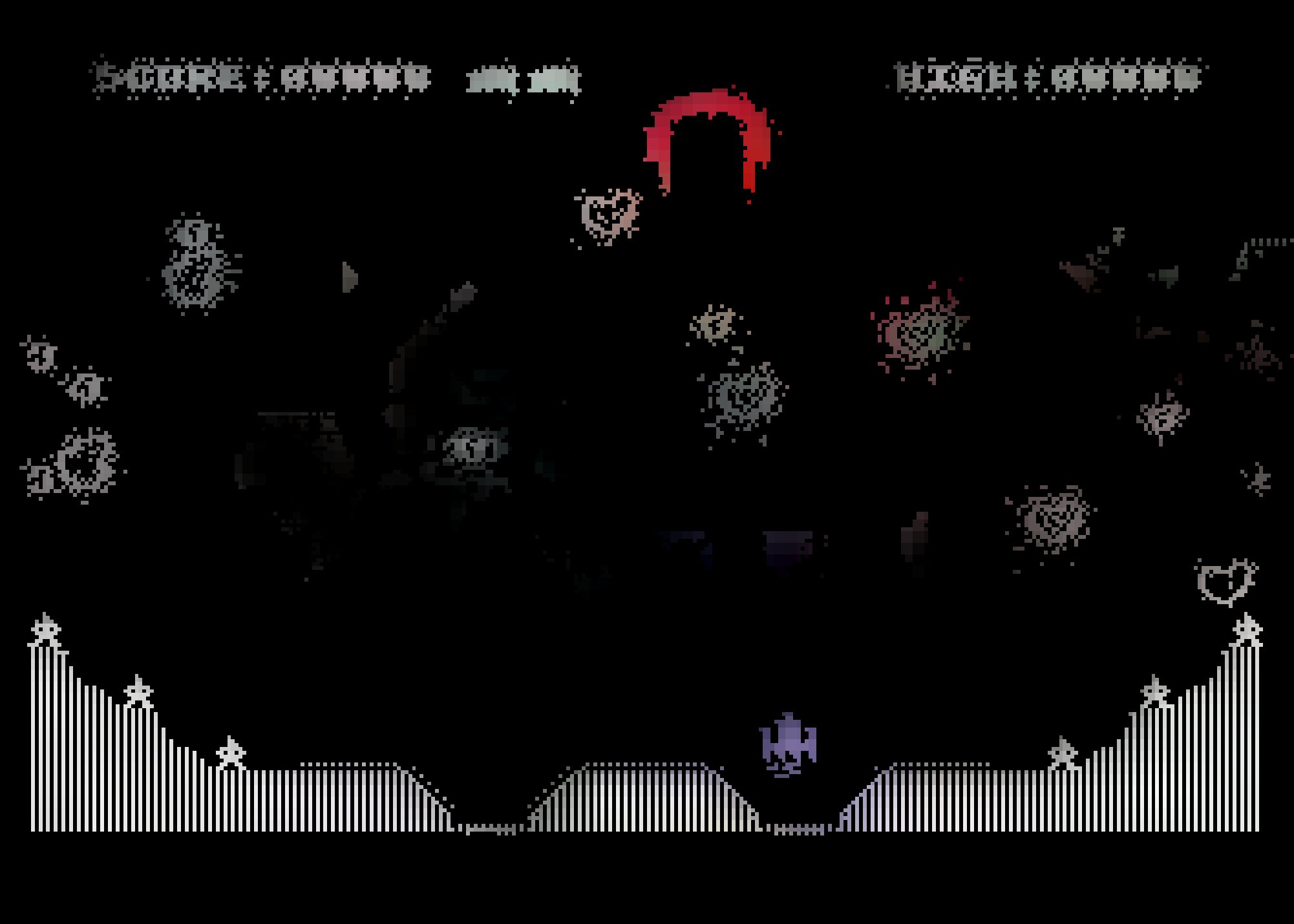



STEALTH


LEVEL 6
THE TEMPLE



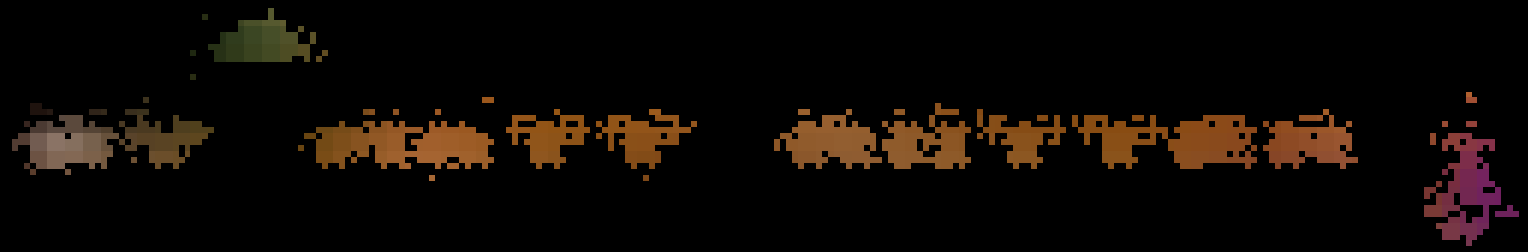

ENGLISH SOFTWARE
PRESENTS
STEEPLE JACK
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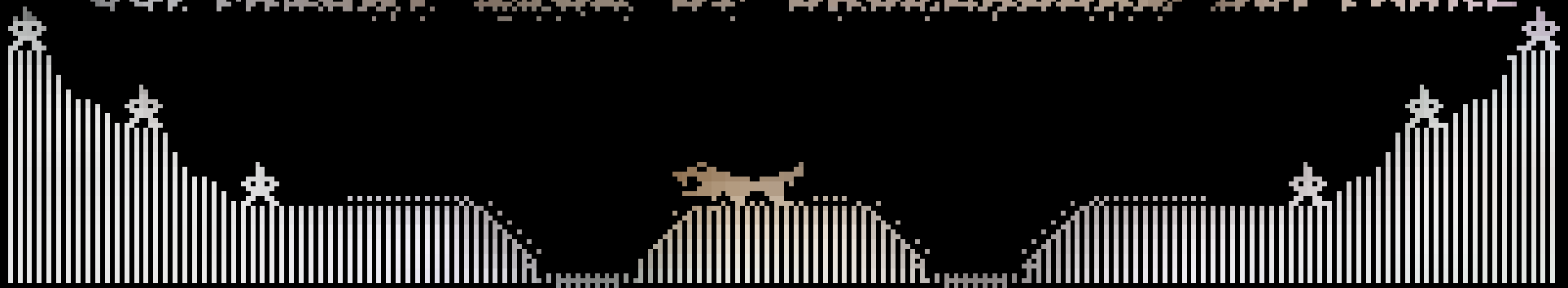
SCORE 00000

HIGH 00000

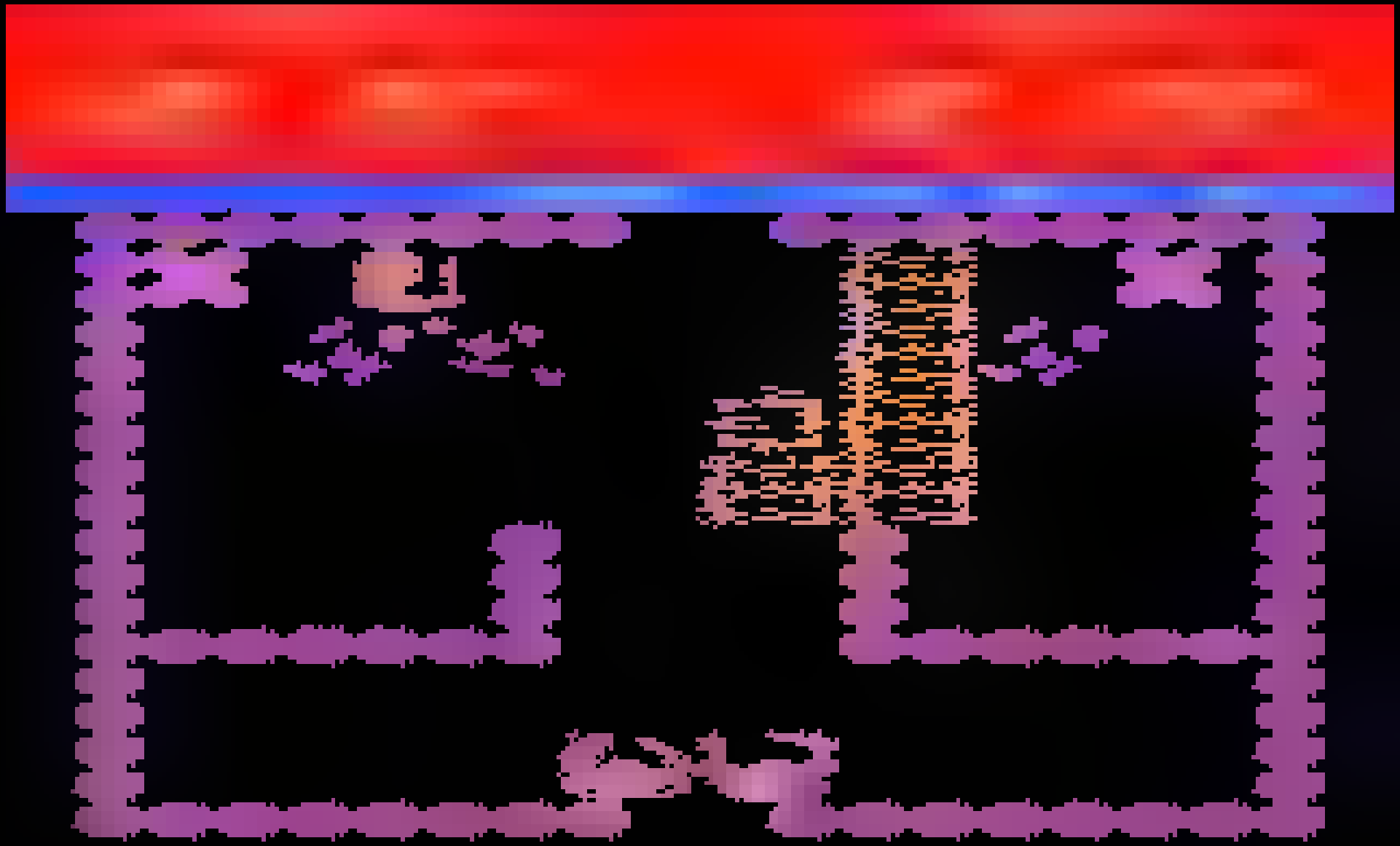
STELLAR SHUTTLE



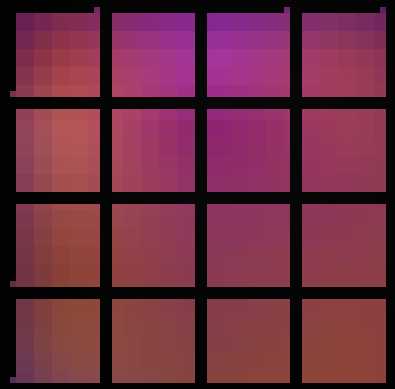
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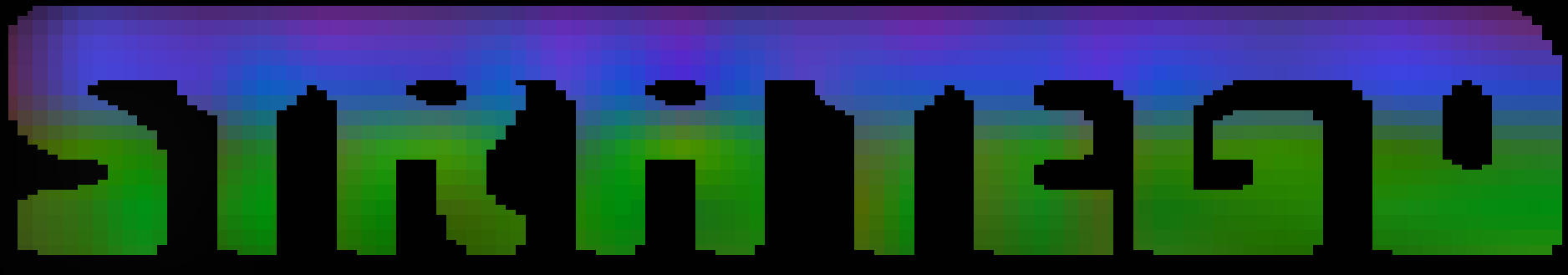








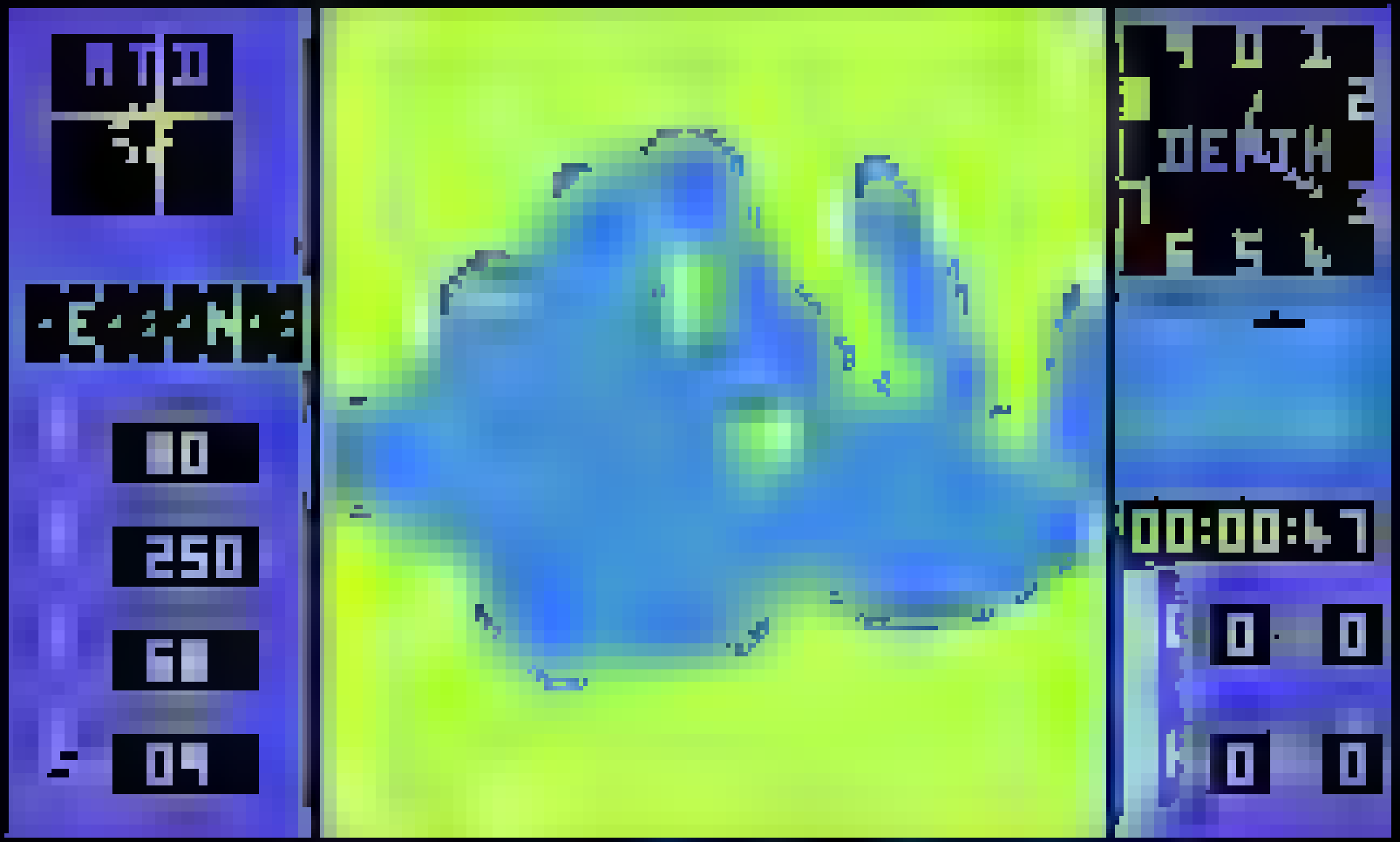




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OPTION SELECT

PLAYERS ◄ 1 ►
JOYSTICKS ◄ 1 ►



SUBMARINE COMMANDER

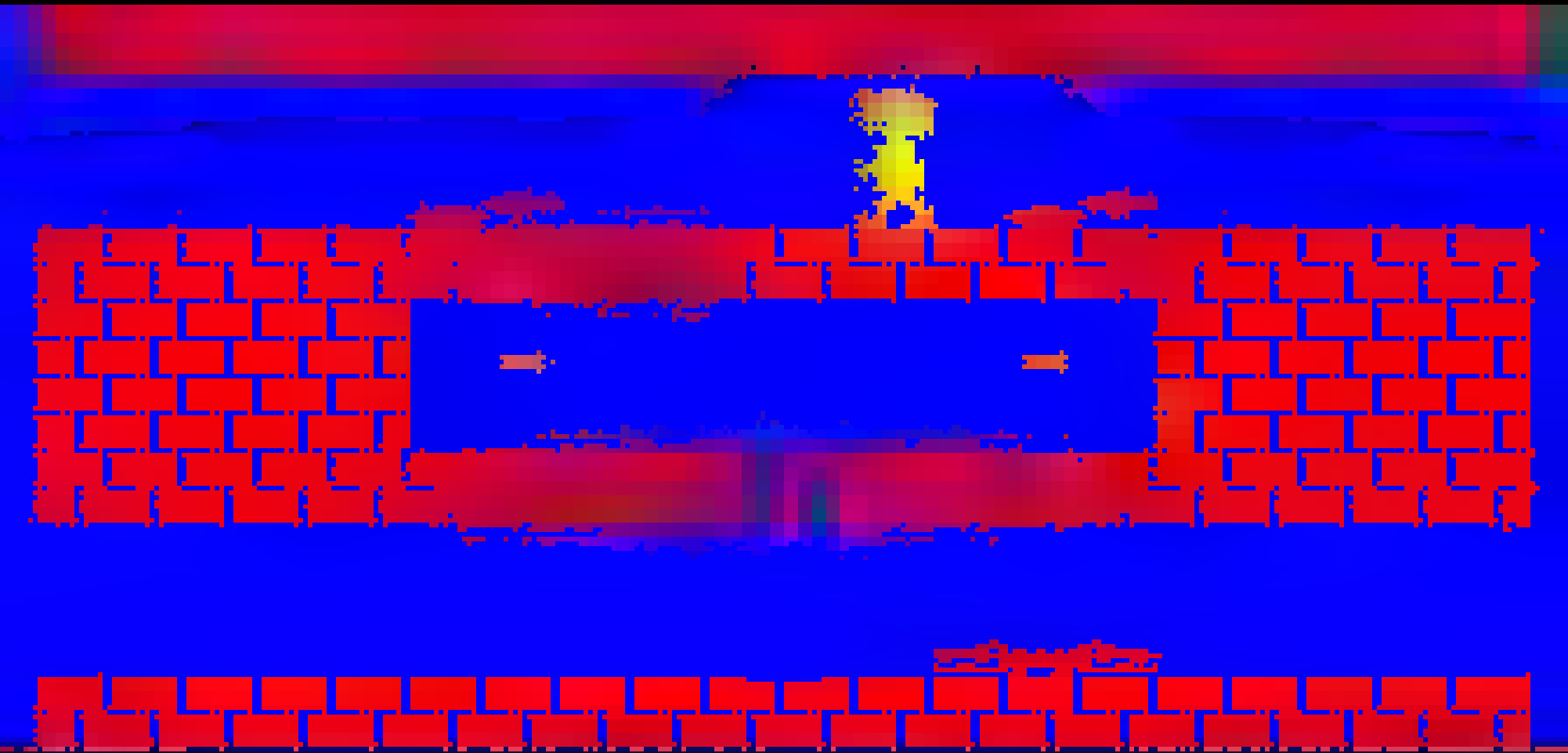
SELECT SKILL LEVEL

1-9: 1

THEN PRESS START



SCORE:0000240 | SOOXO2 | BUB:1 | LIVES:3



SCORE: 0000490 | 500X00 | SUB: 1 | LIVES: 2

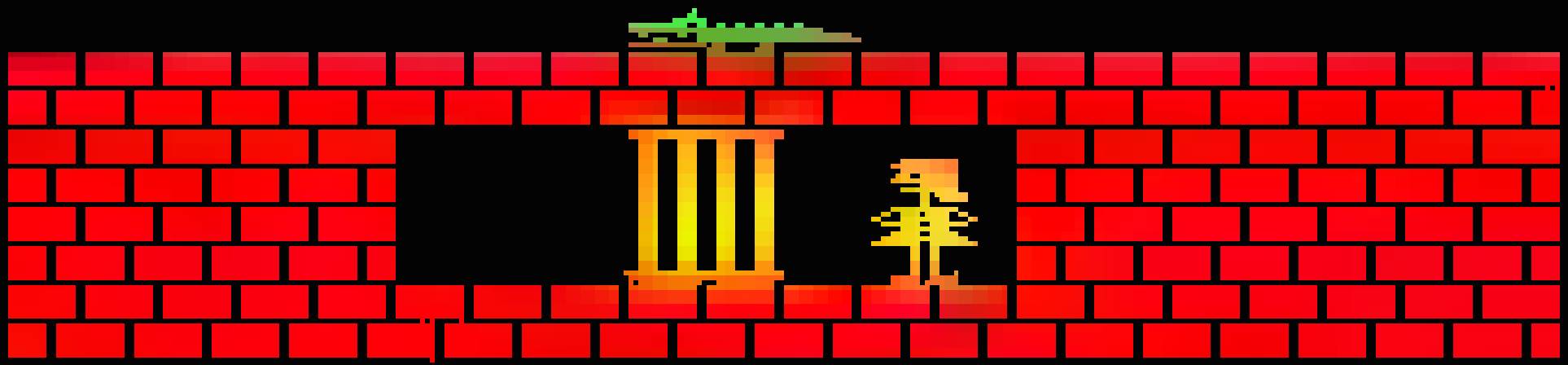
SUBMISSION

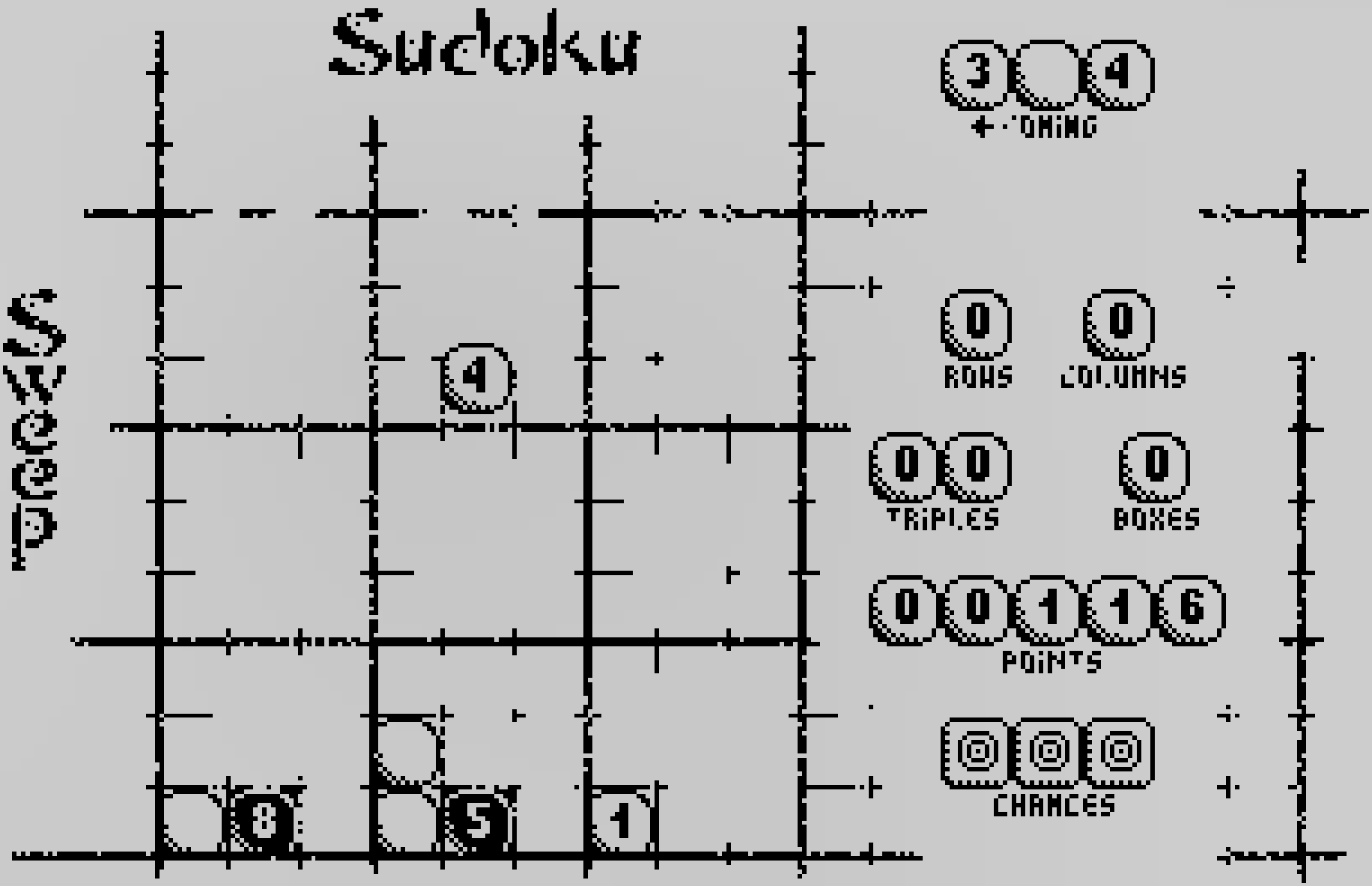
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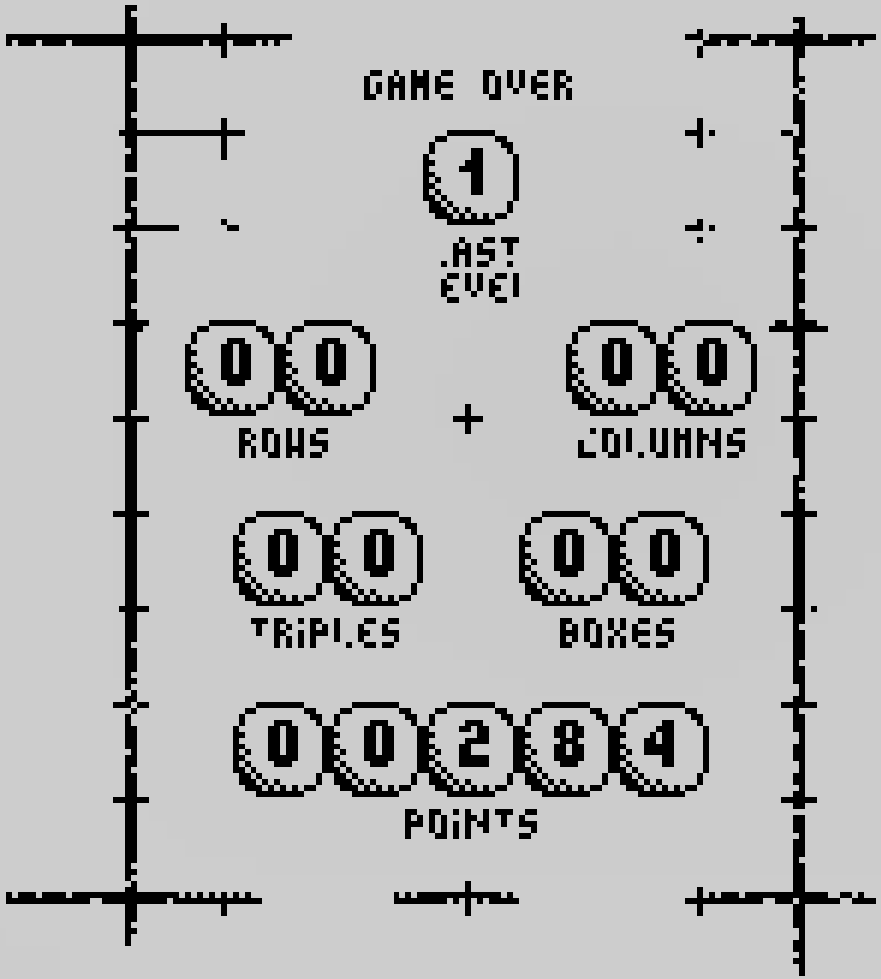
LAST-SCORE:0000000 HIGH-SCORE:0000000

PRESS SELECT TO CHANGE STARTING SUB
1

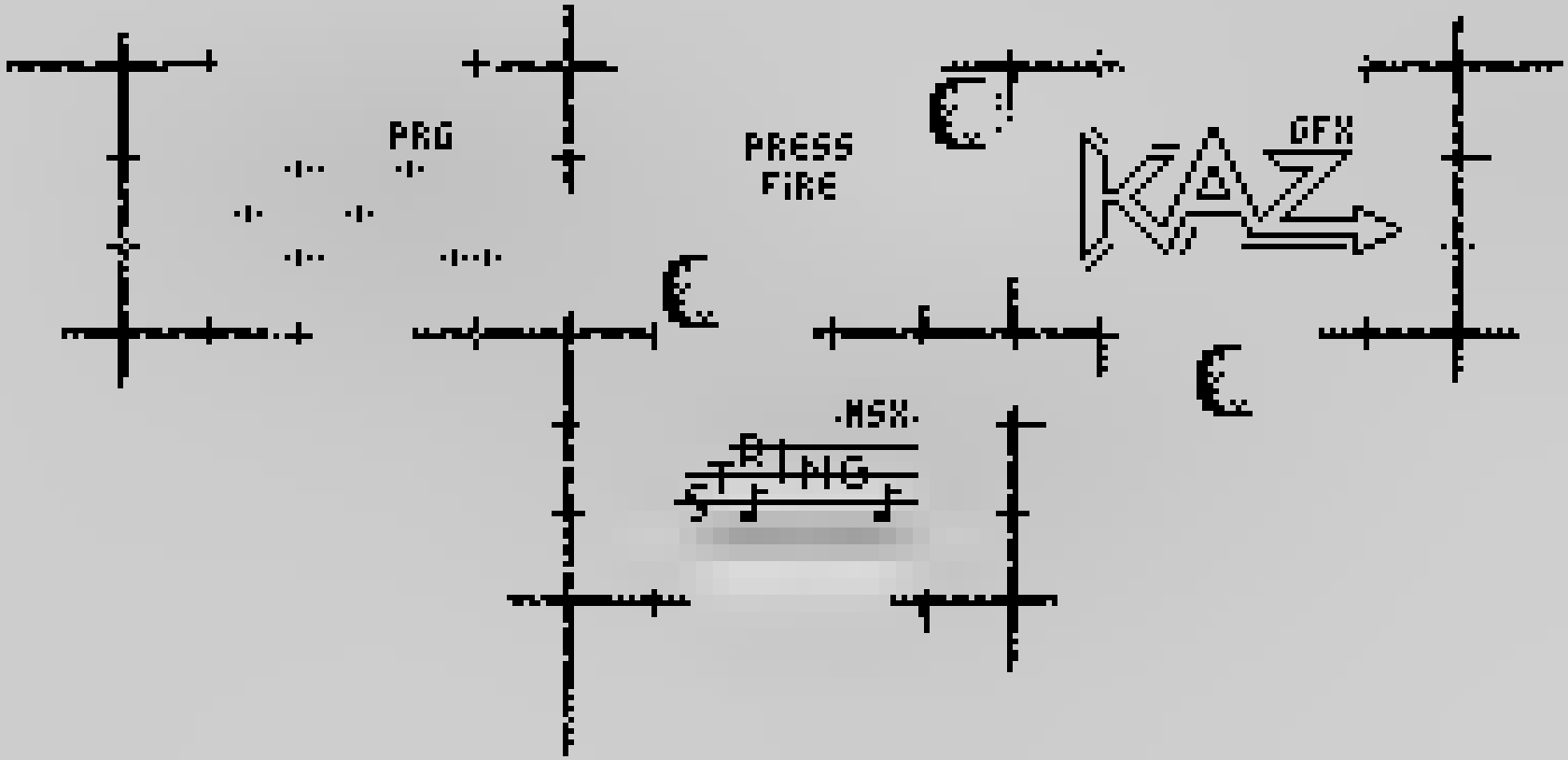
PRESS START TO PLAY NEW GAME

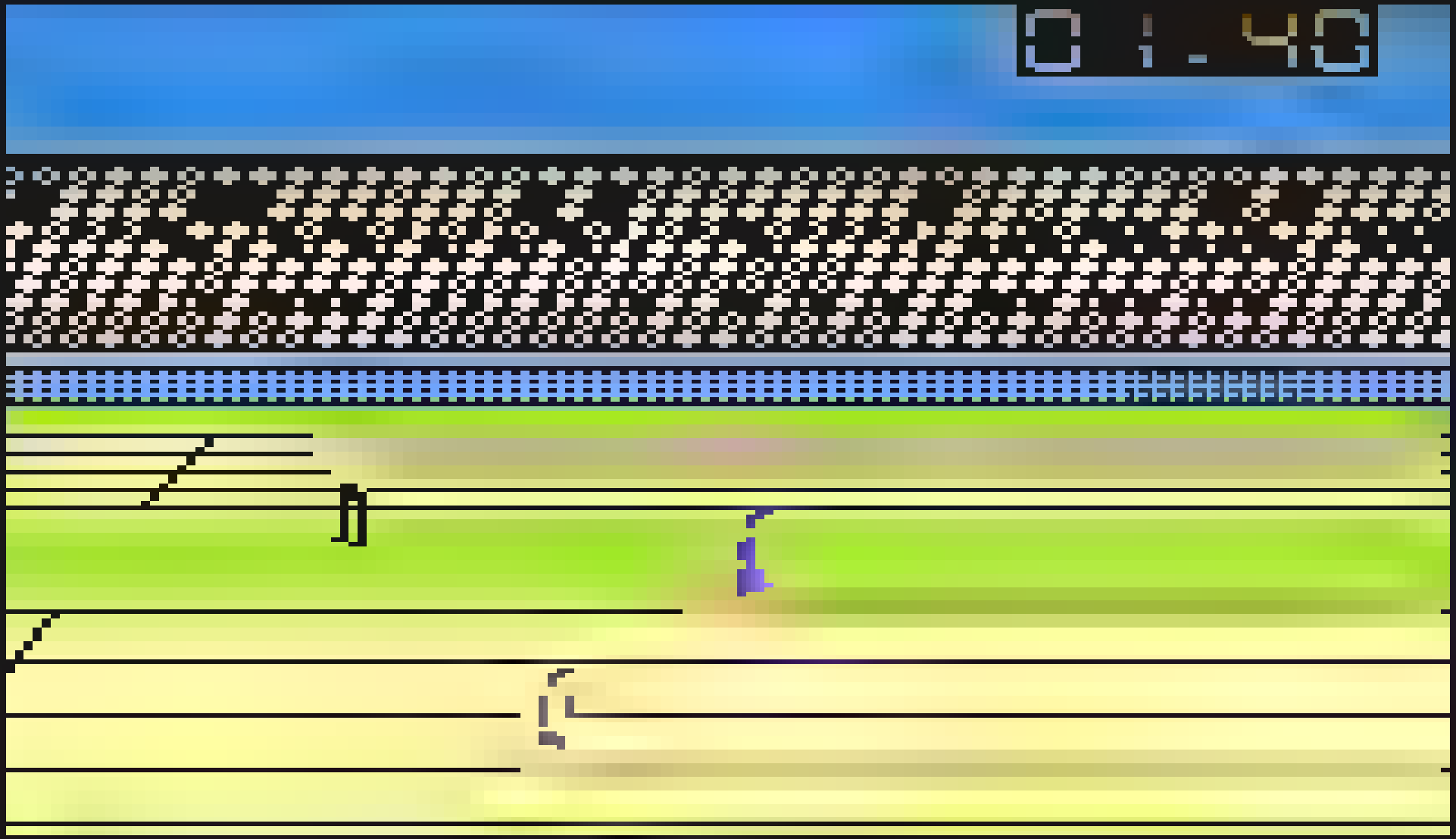


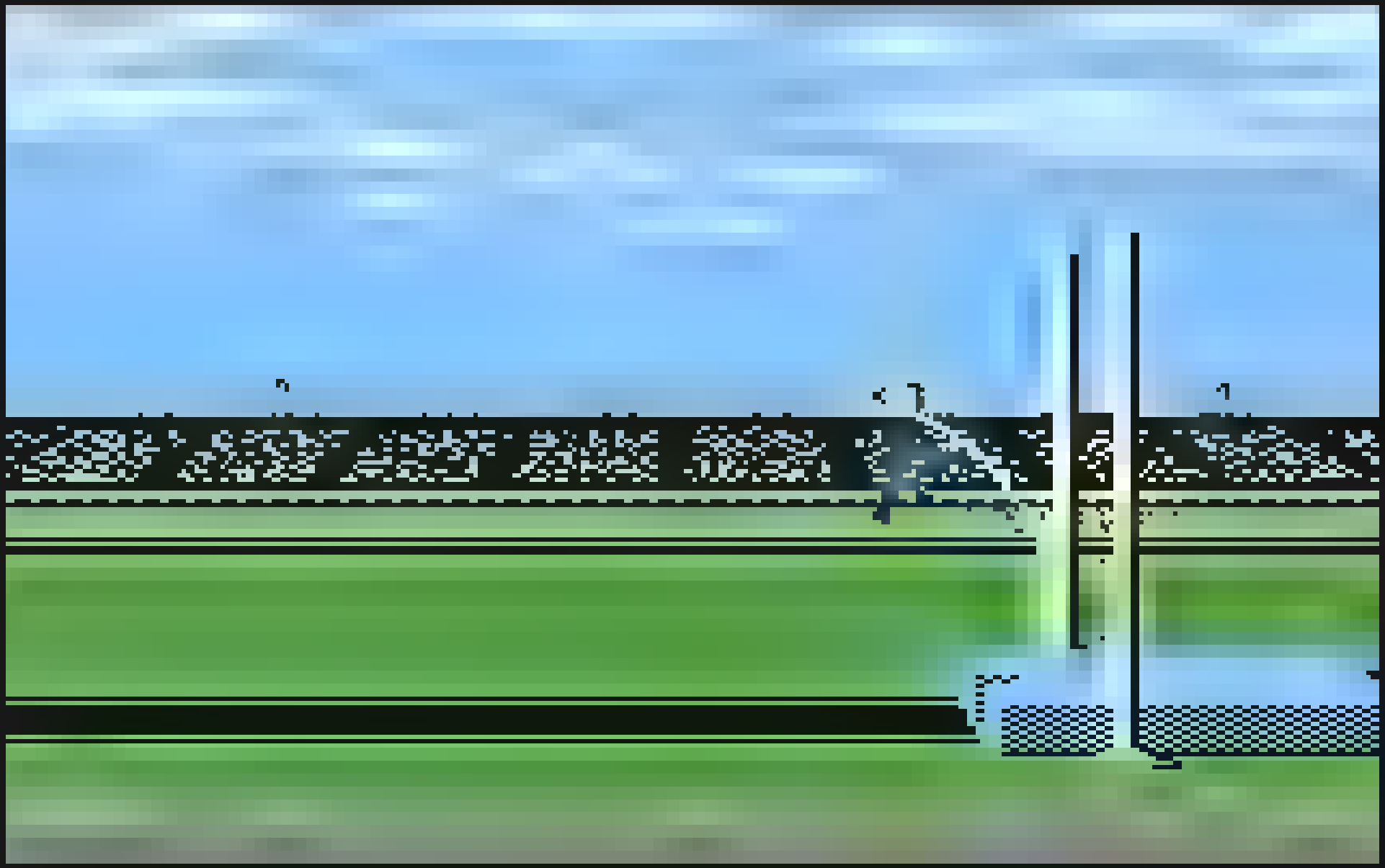

Sudoku
3
4
COMING
0
0
ROWS
COLUMNS
0
0
0
TRIPLES
BOXES
0
0
1
1
6
POINTS
CHANCES
4
0
5
1

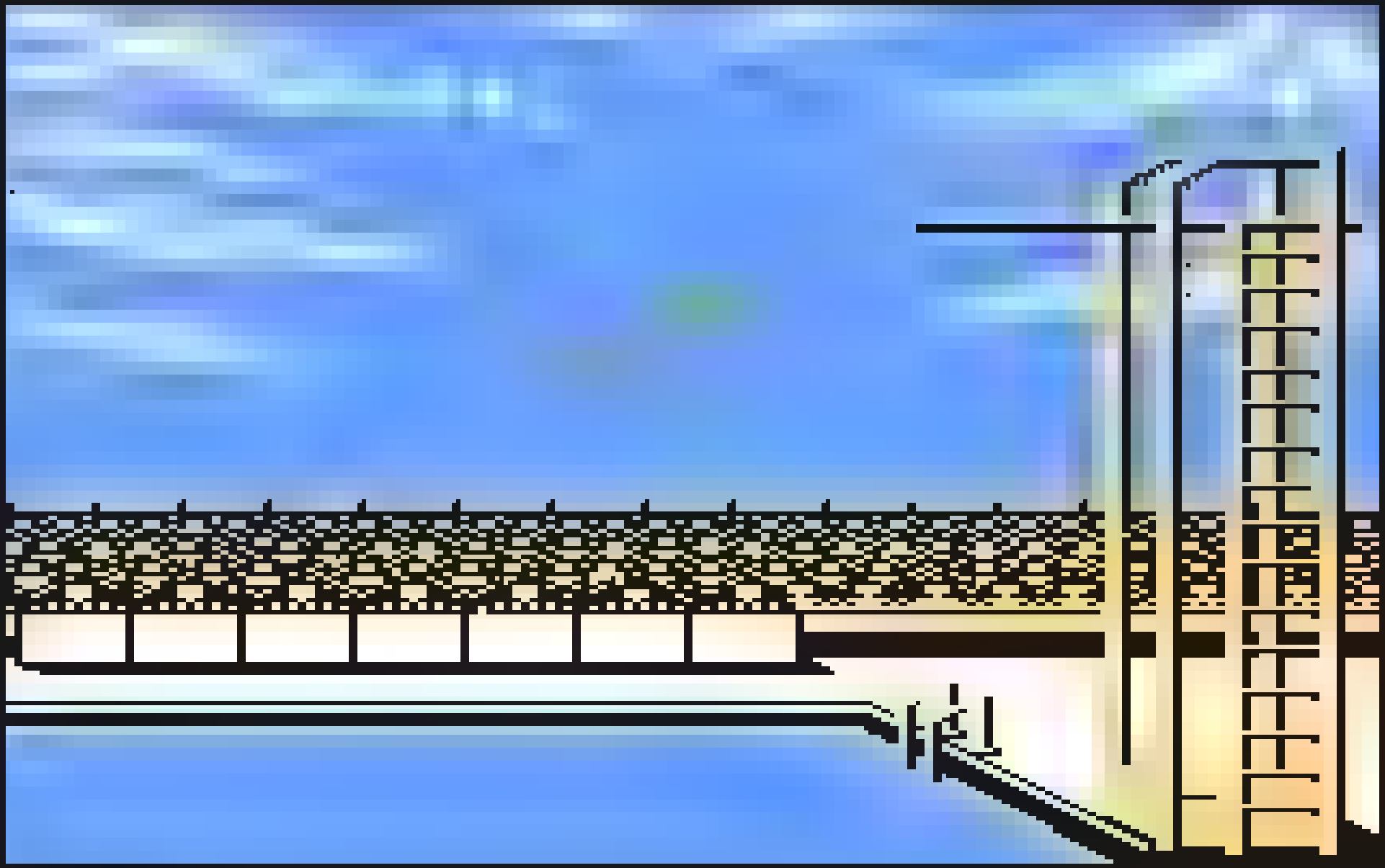

GAME OVER
1
LAST LEVEL
0 0
ROWS
0 0
COLUMNS
0 0
TRIPLES
0 0
BOXES
0 0 2 8 4
POINTS

Sudoku Sweep

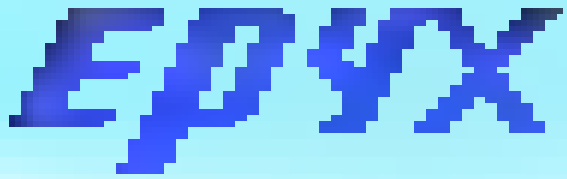



01.40
COMPUTER PACER
CONTESTANT





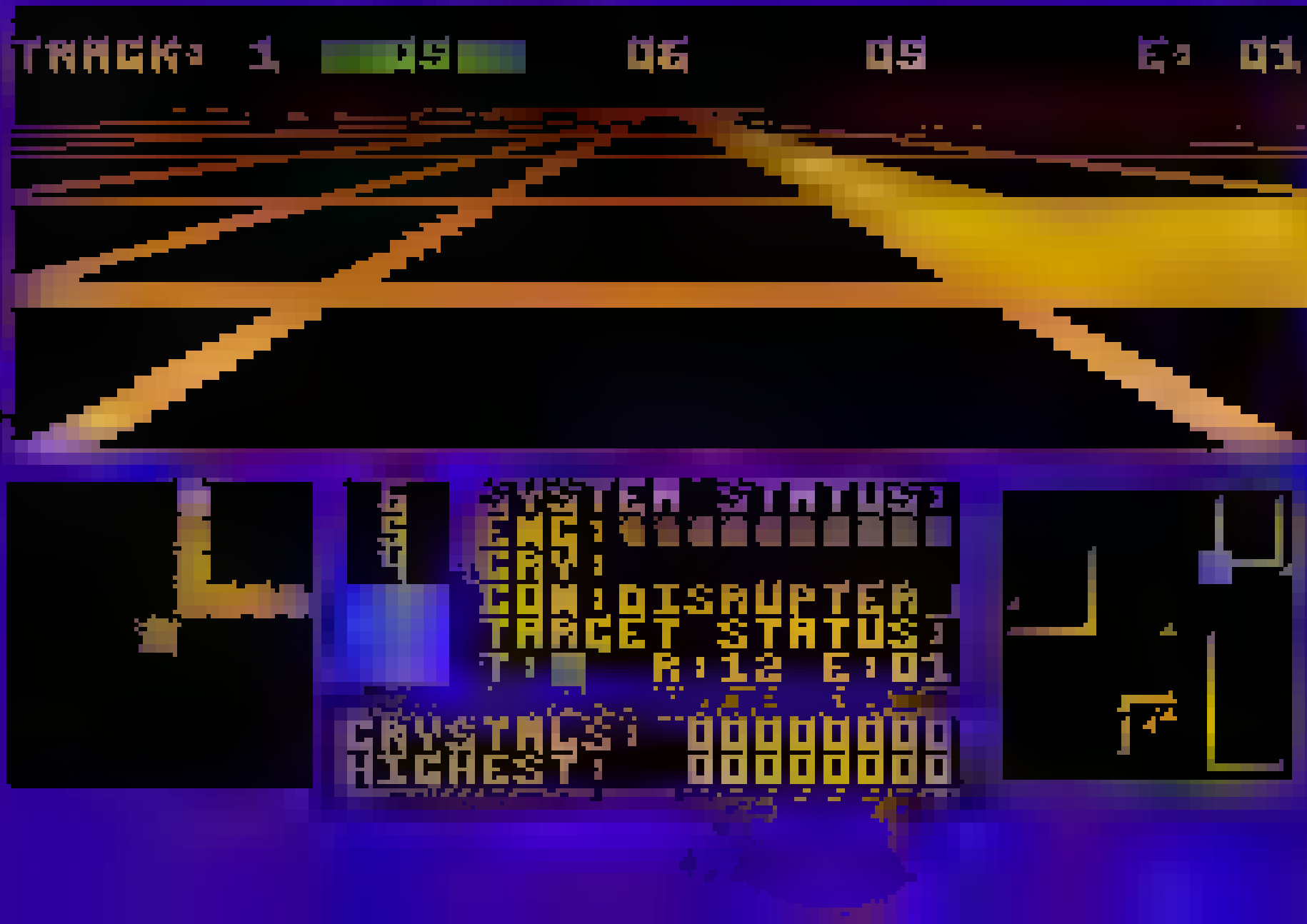




DESIGNED BY

- SCOTT NELSON
- STEPHEN LANDRUM
- ERIN MURPHY
- JON LEUPP
- STEPHEN MUDRY
- RANDY GLOVER
- BRIAN MCGHIE

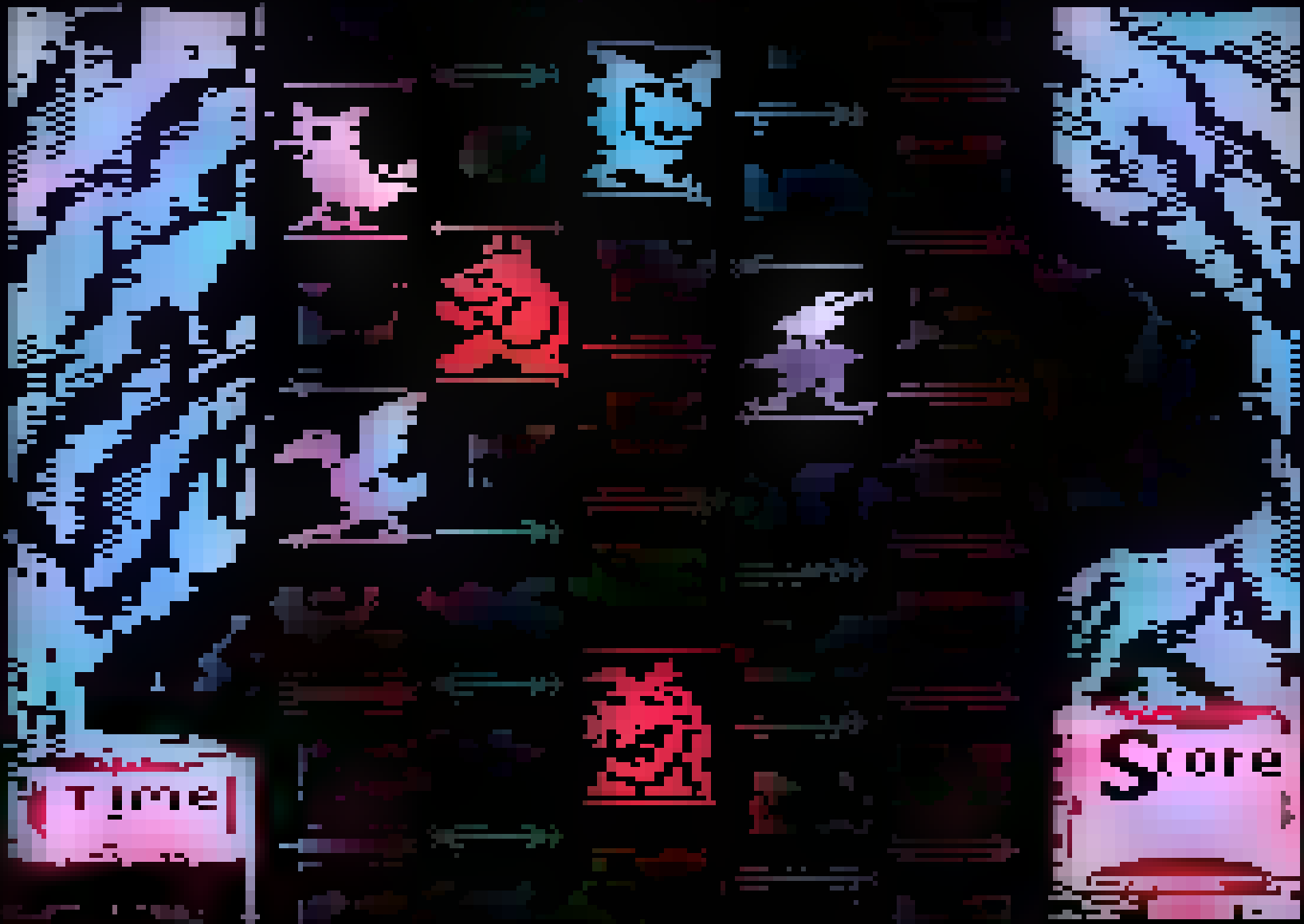
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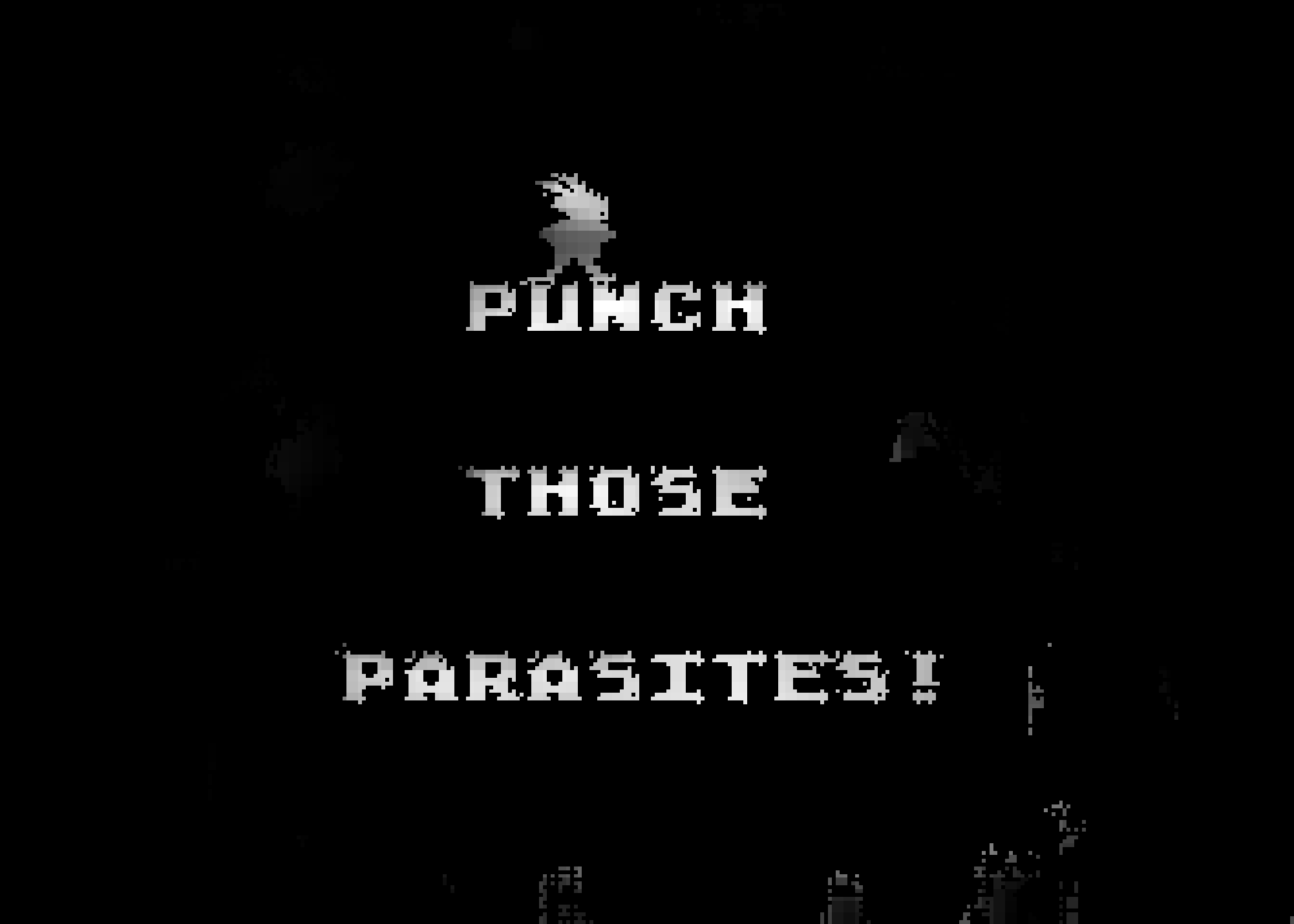

TRACK: 1
05
06
05
E: 01
SYSTEM STATUS:
ENG:
CAV:
COM:DISRUPTER
TARGET STATUS:
T:
R:12 E:01
CAVSTACS:
HIGHEST:

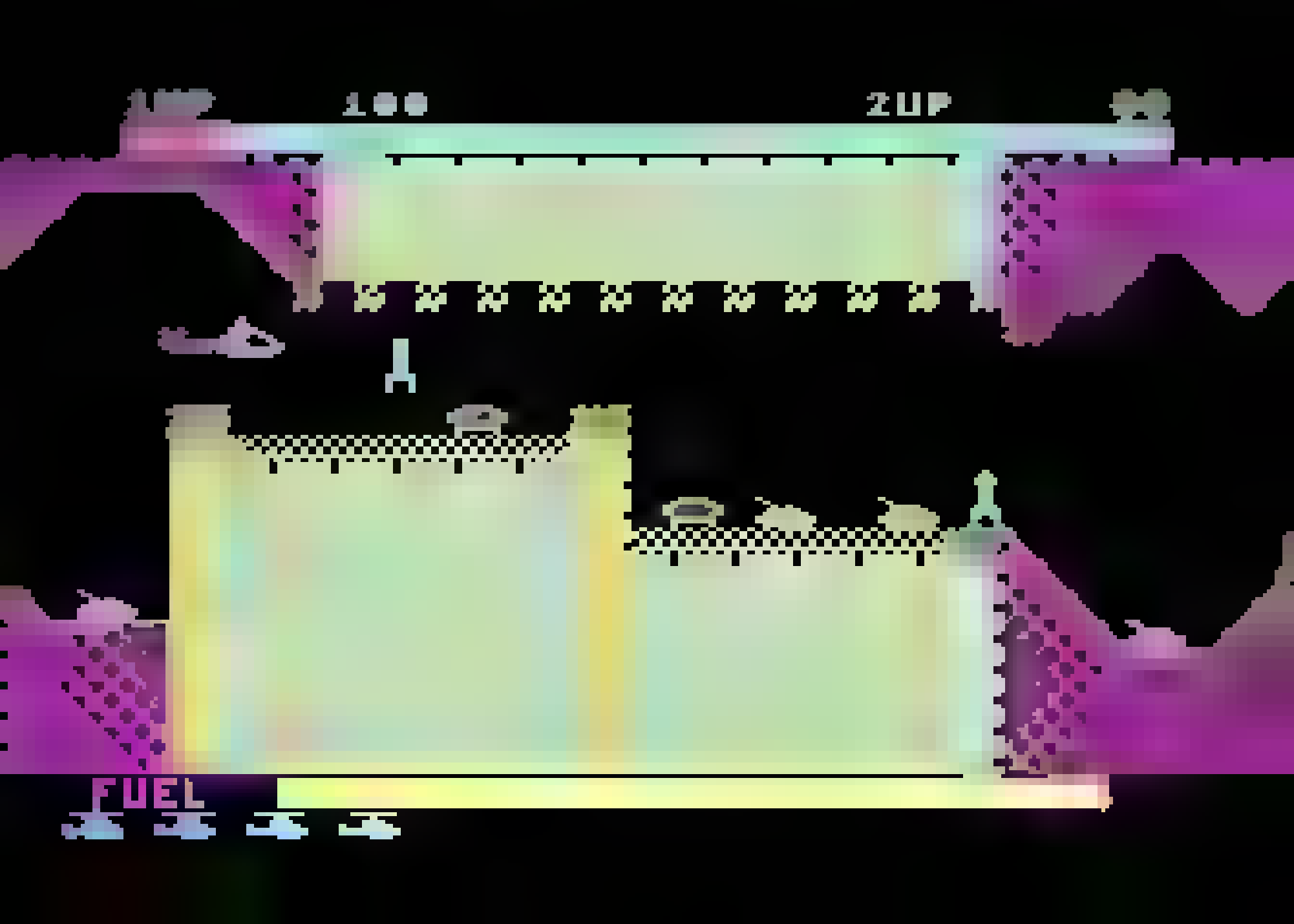

SUN STAR
LOCATION: MARION EARTH GRID BASE
MISSION: RECOVER ENOUGH CRYSTALS
FROM THE DISRUPTERS TO
WARP TO THE NEXT GRID.




BREAKOUT
ONE PLAYER
COPYRIGHT 1979 ATARI


Time
Score

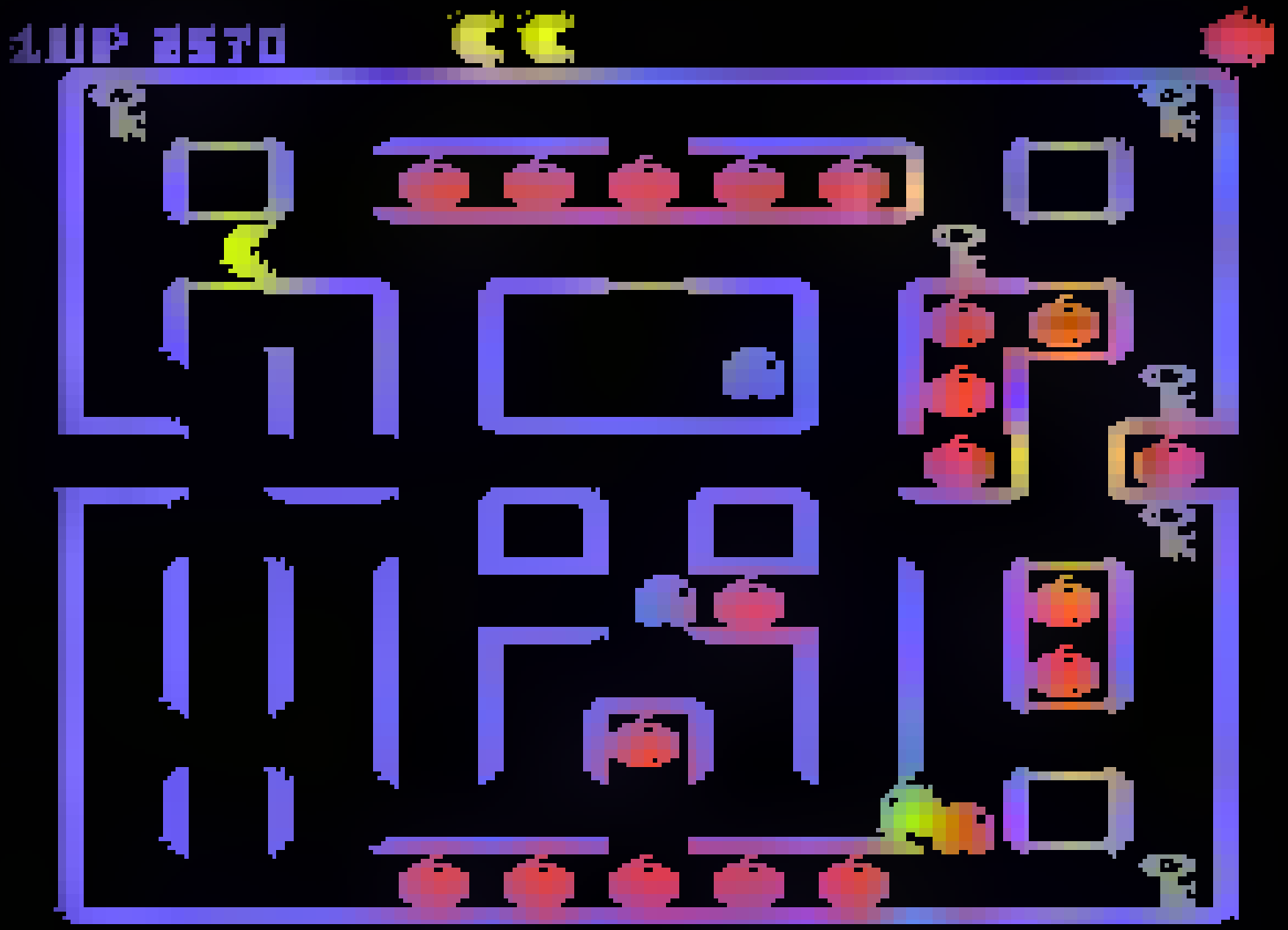

PUNCH
THOSE
PARASITES!

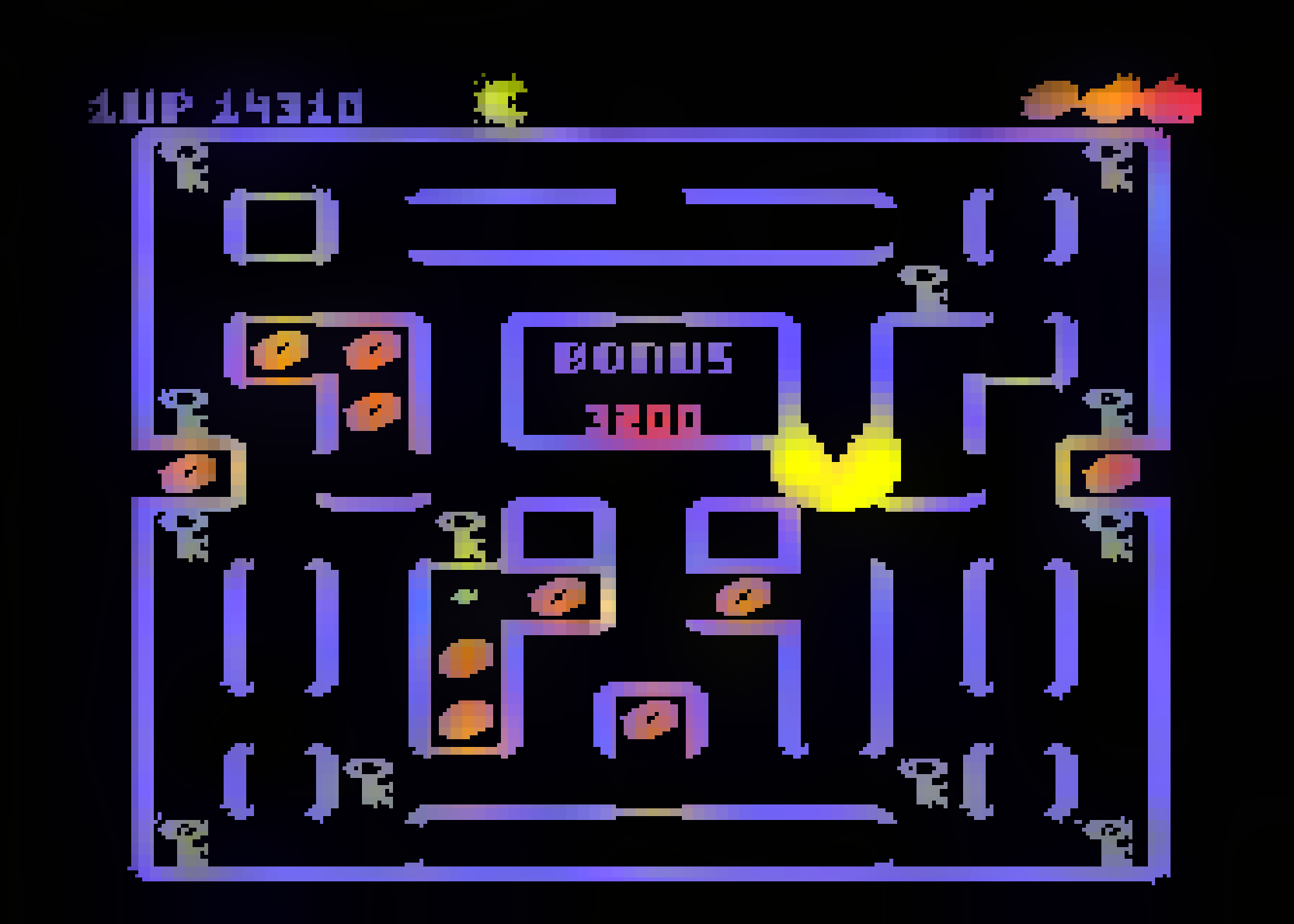

100
2UP
FUEL


1UP
500
2UP
00
FUEL


1UP
1200
2UP
00
FUEL




1UP 8570


1UP 14310
BONUS
3200

1UP 0

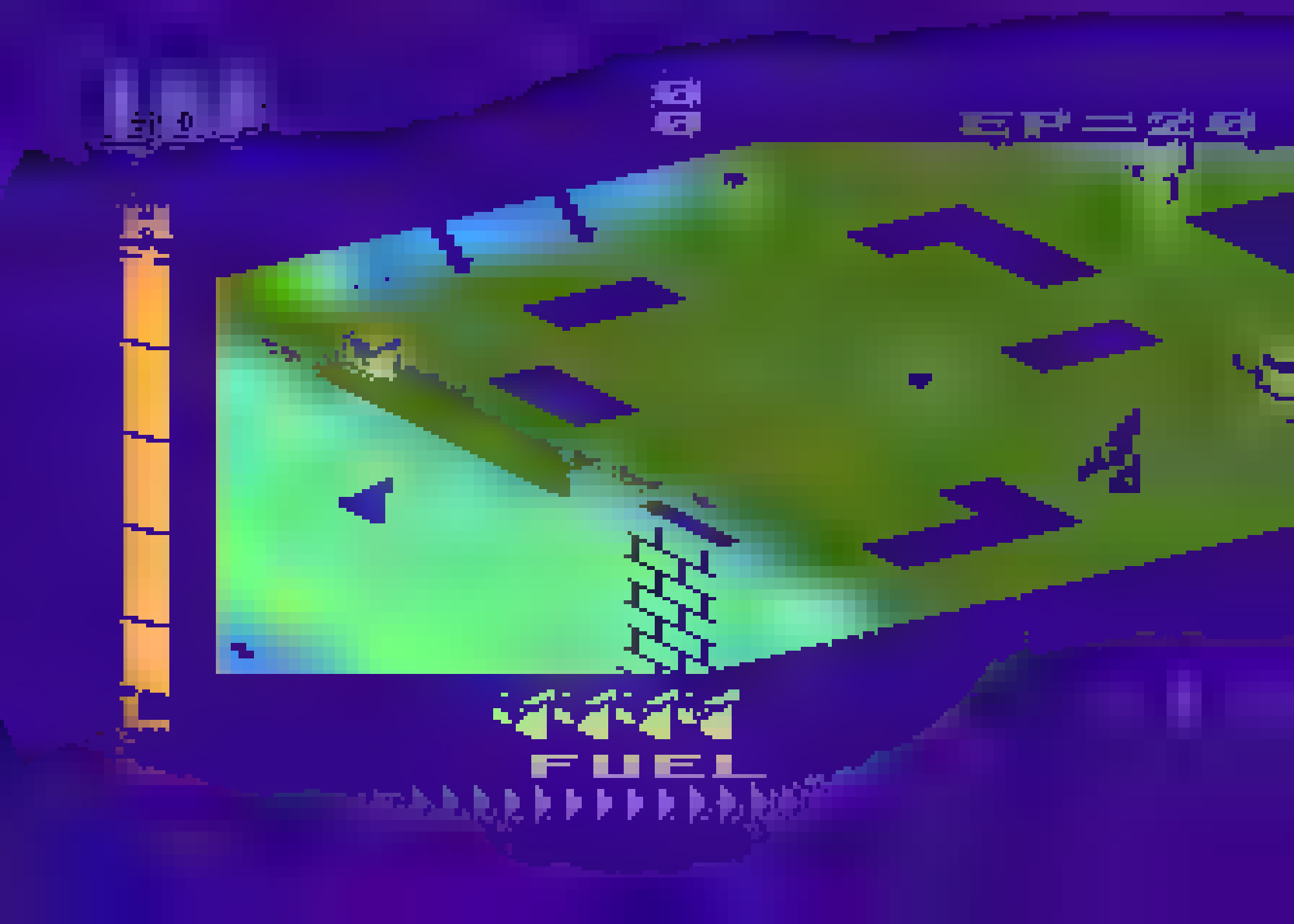


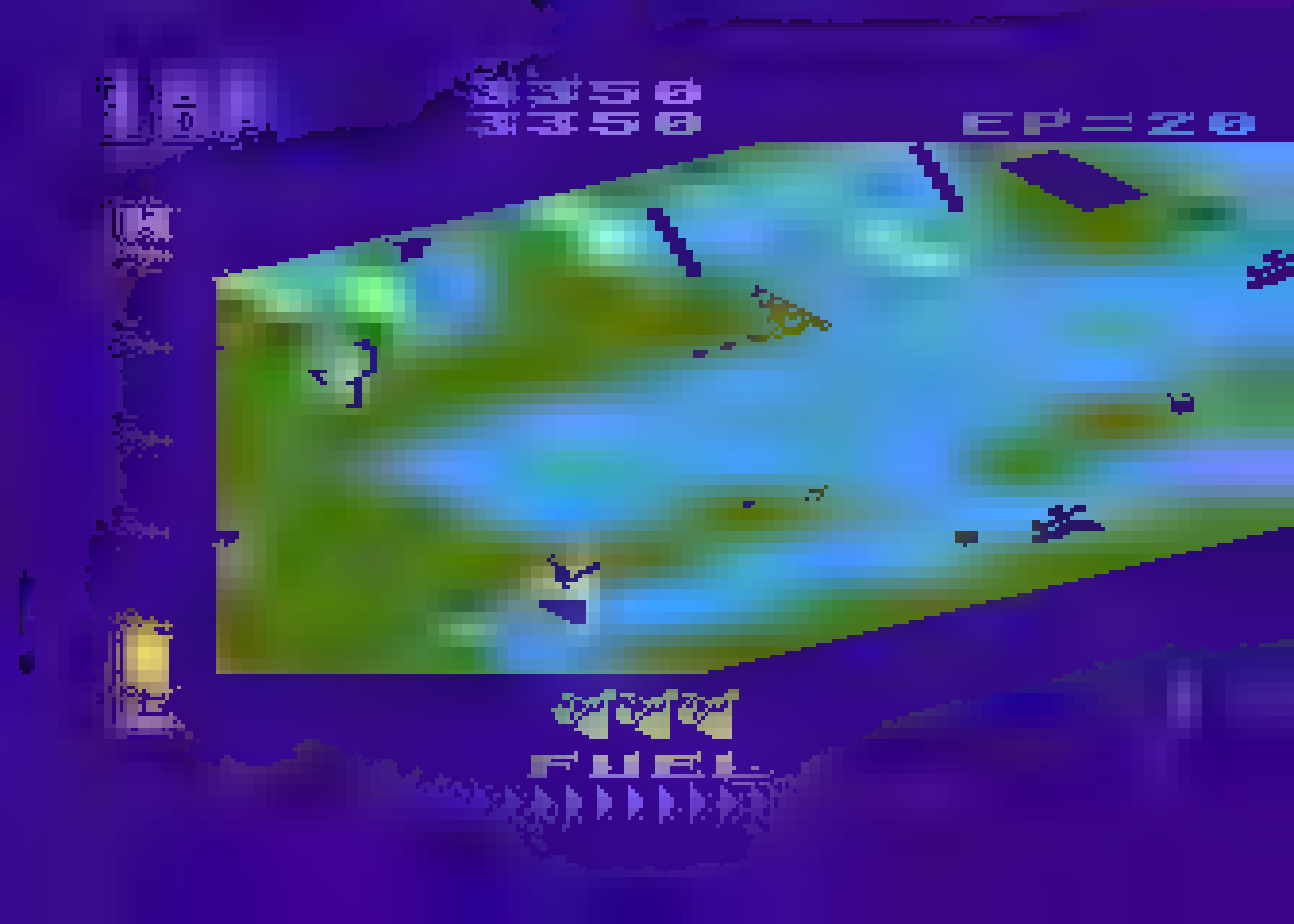
PRESS OPTION TO
PICK LEVEL

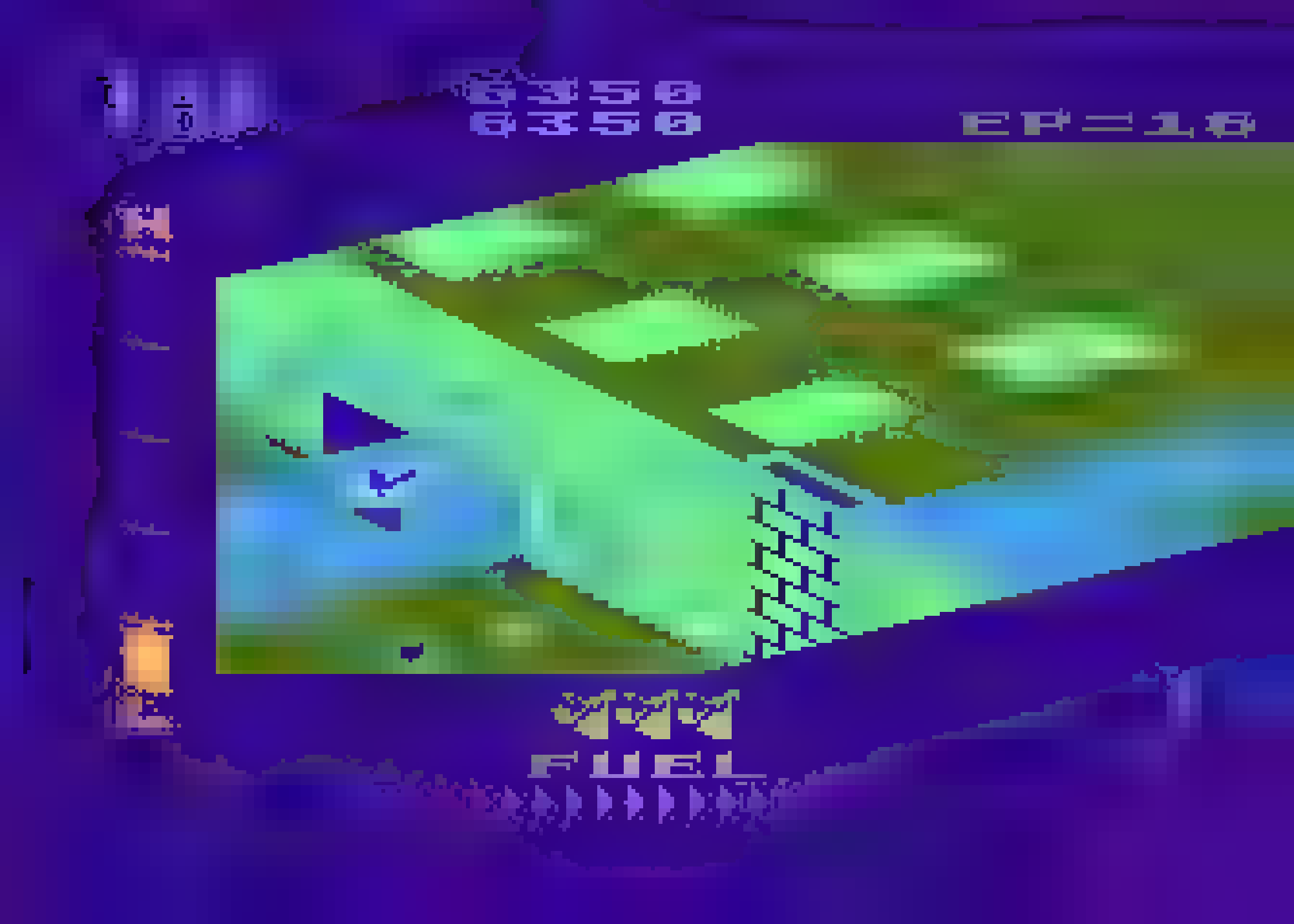
PRESS SELECT FOR
TWO PLAYER GAME

PRESS START TO PLAY

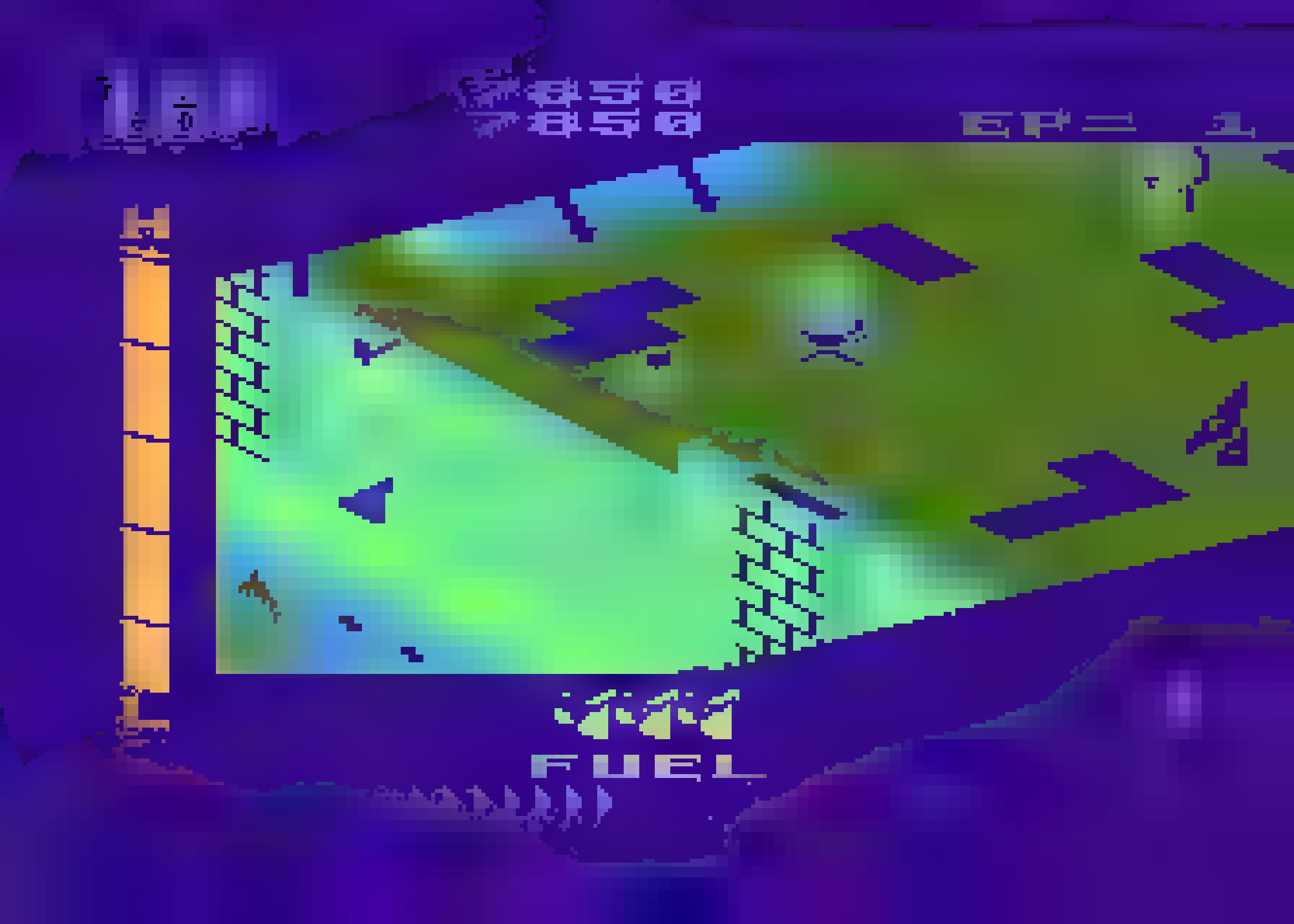
© ATARI 1984

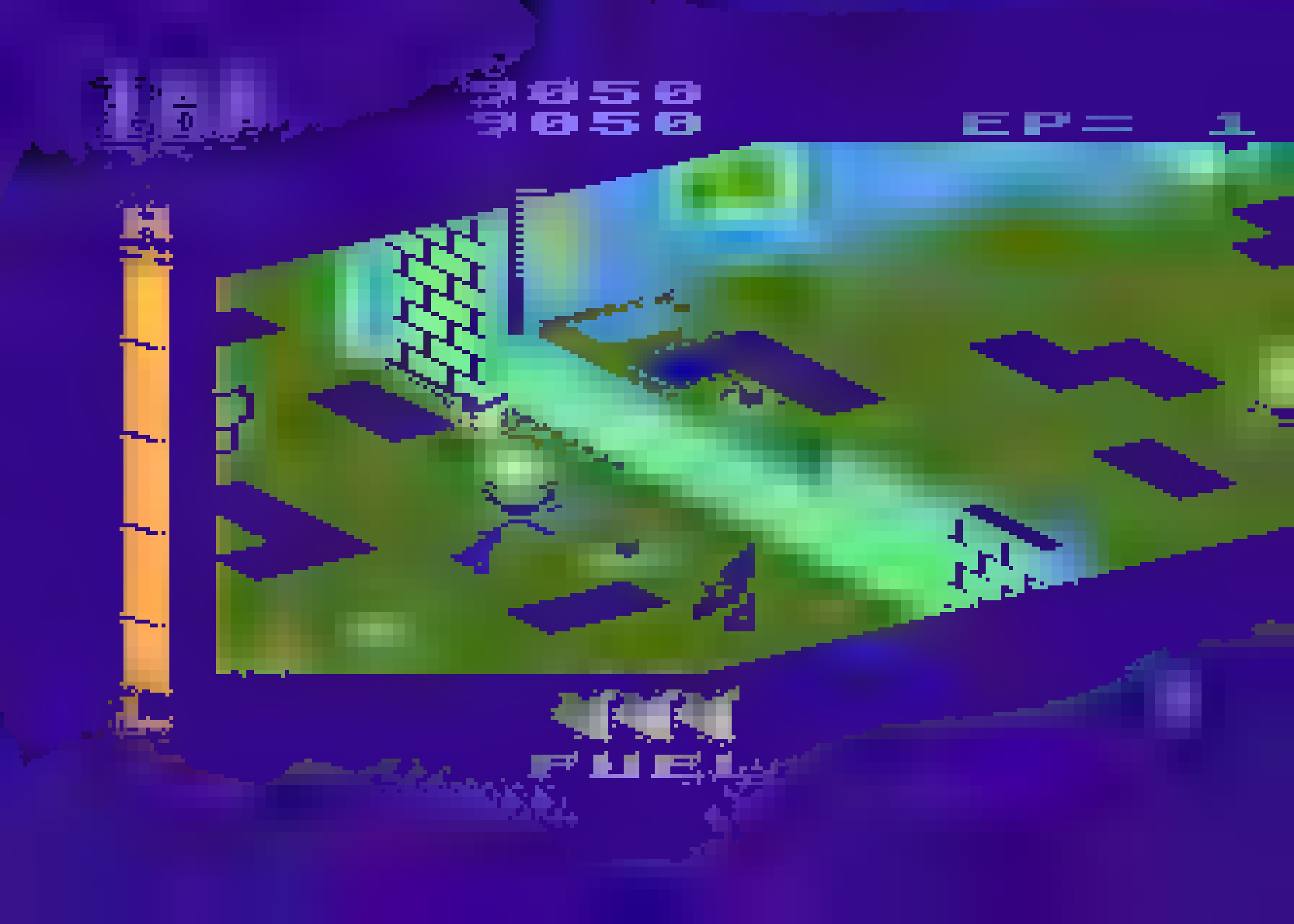

FUEL


EP=20
FUEL

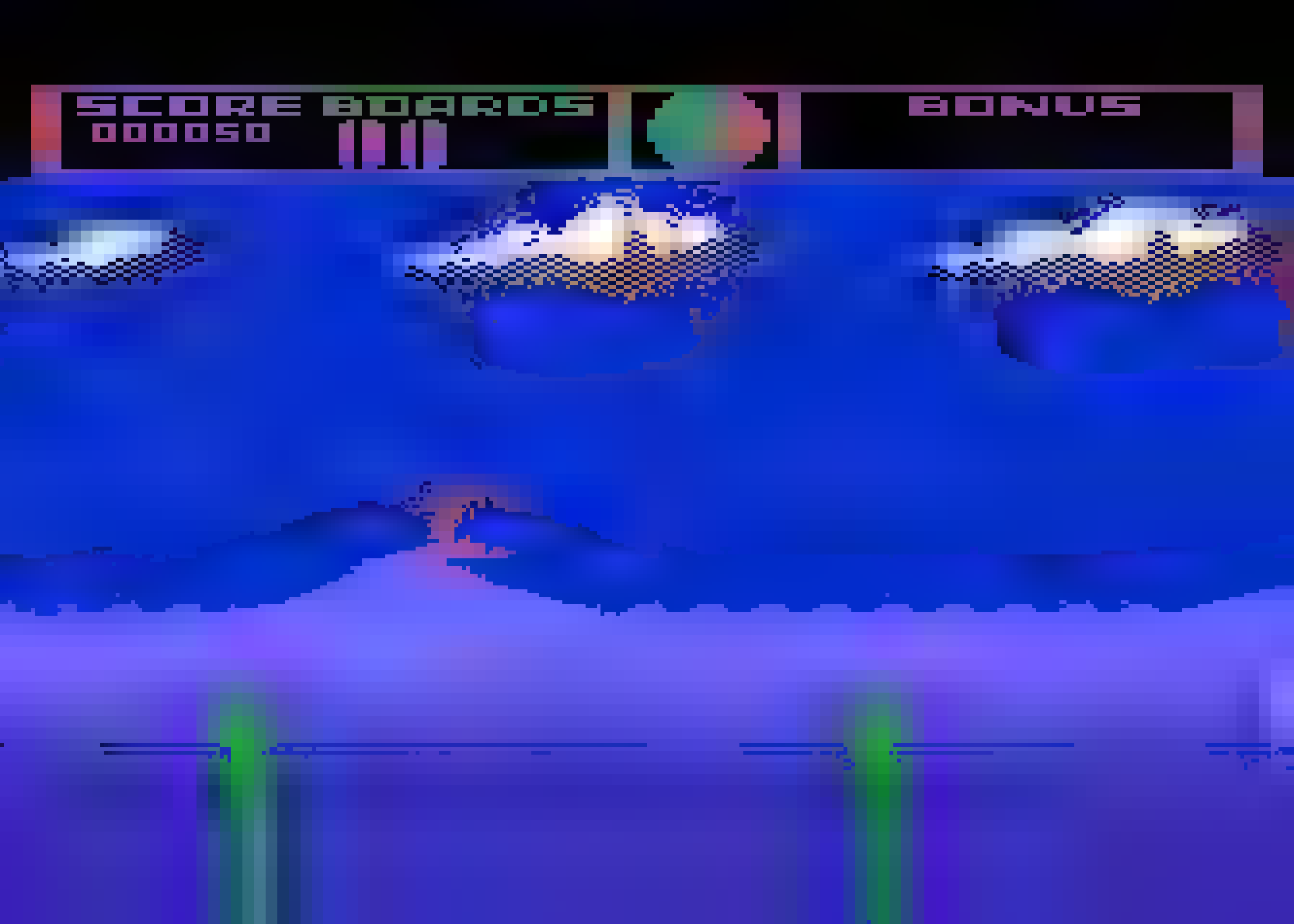

6350
6350
EP=16
FUEL




FUEL


3850
3850
EP= 1
FUEL

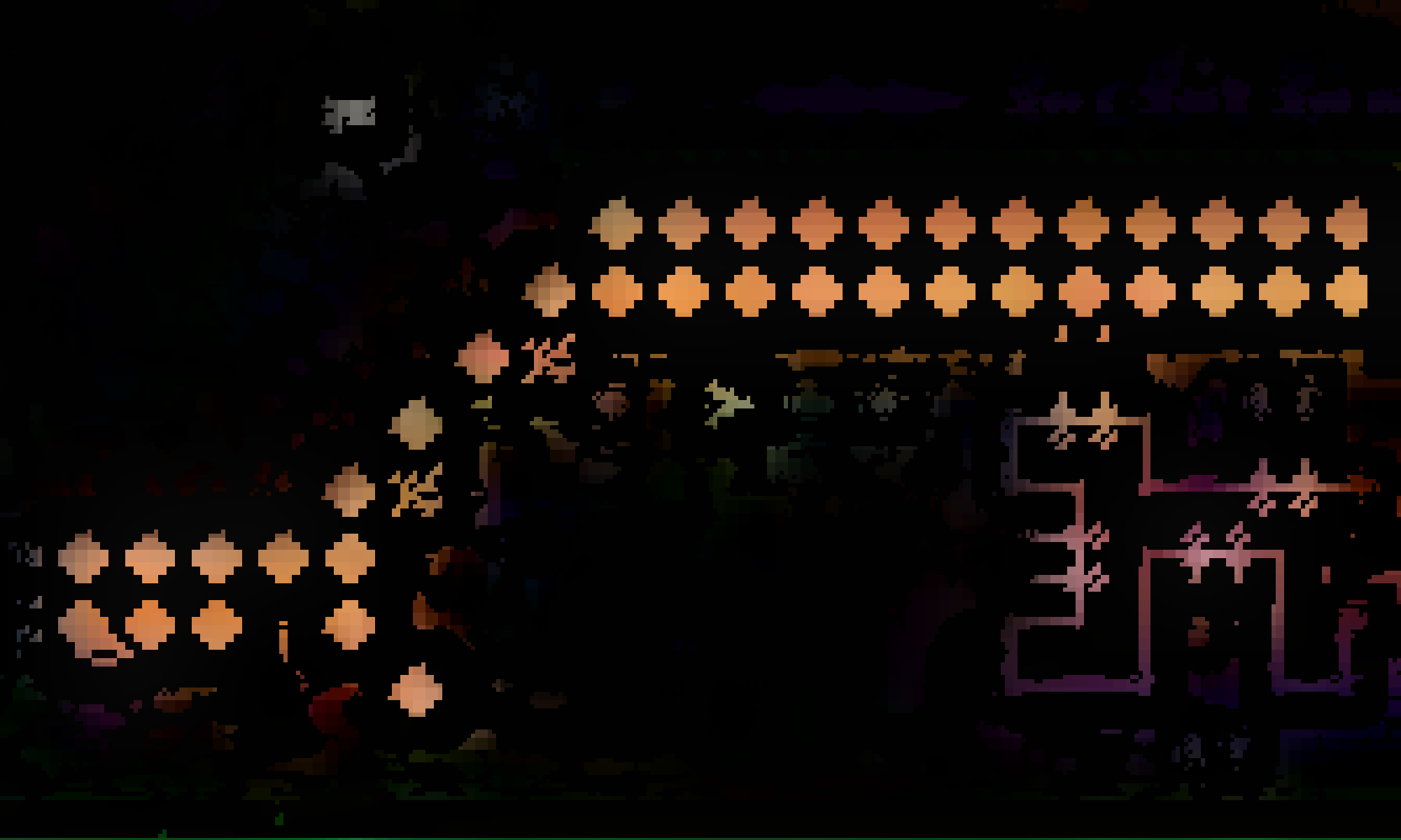

SCORE
001150
BOARDS
BONUS


SCORE
000050
BOARDS
BONUS

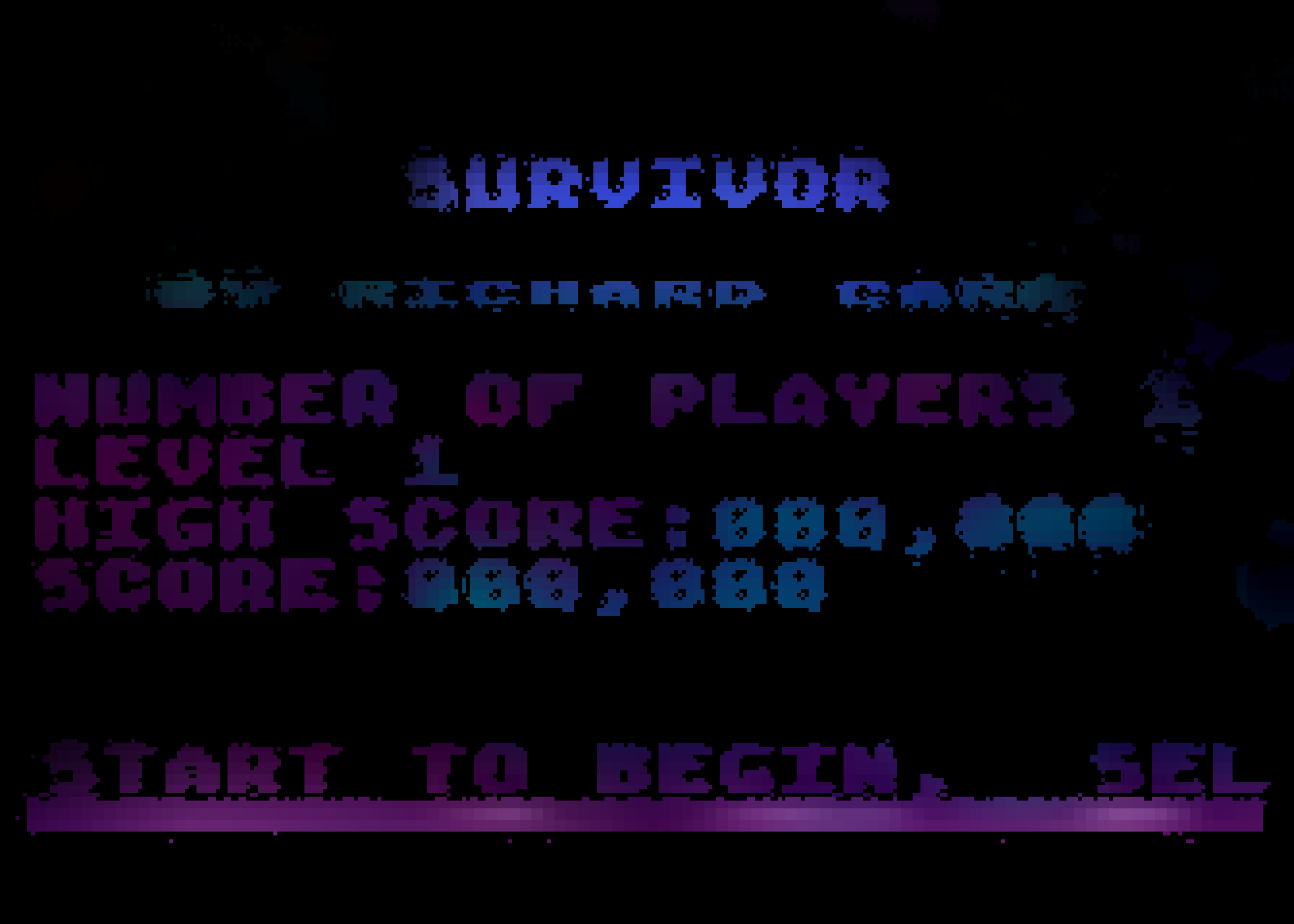
PRESENTS

M°CLELLAN & ERIC SMITH





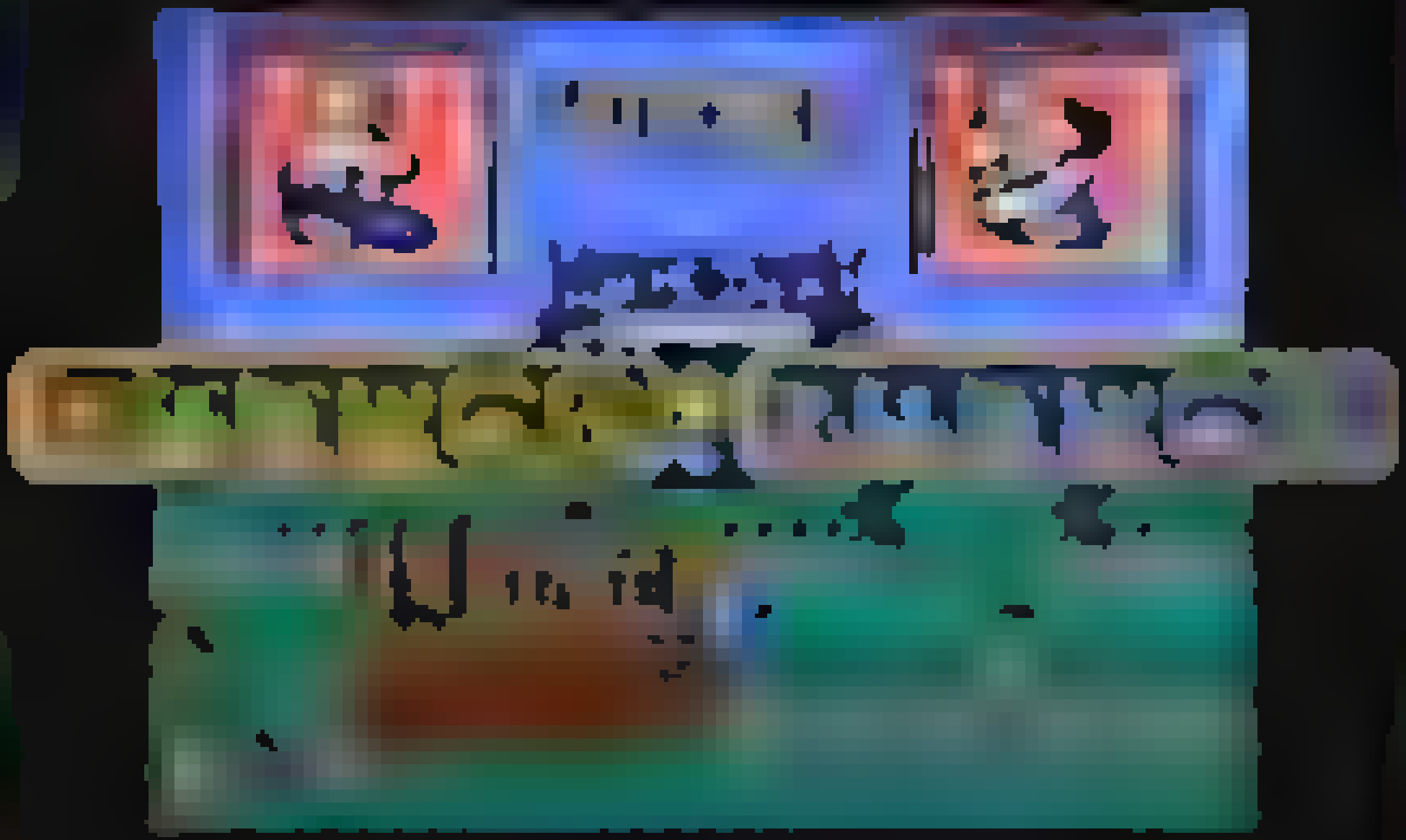
L:1 :03 B:3 009,630


SURVIVOR
NUMBER OF PLAYERS 1
LEVEL 1
HIGH SCORE:000,000
SCORE:000,000
START TO BEGIN, SEL

ATLANTIS PRESENTS

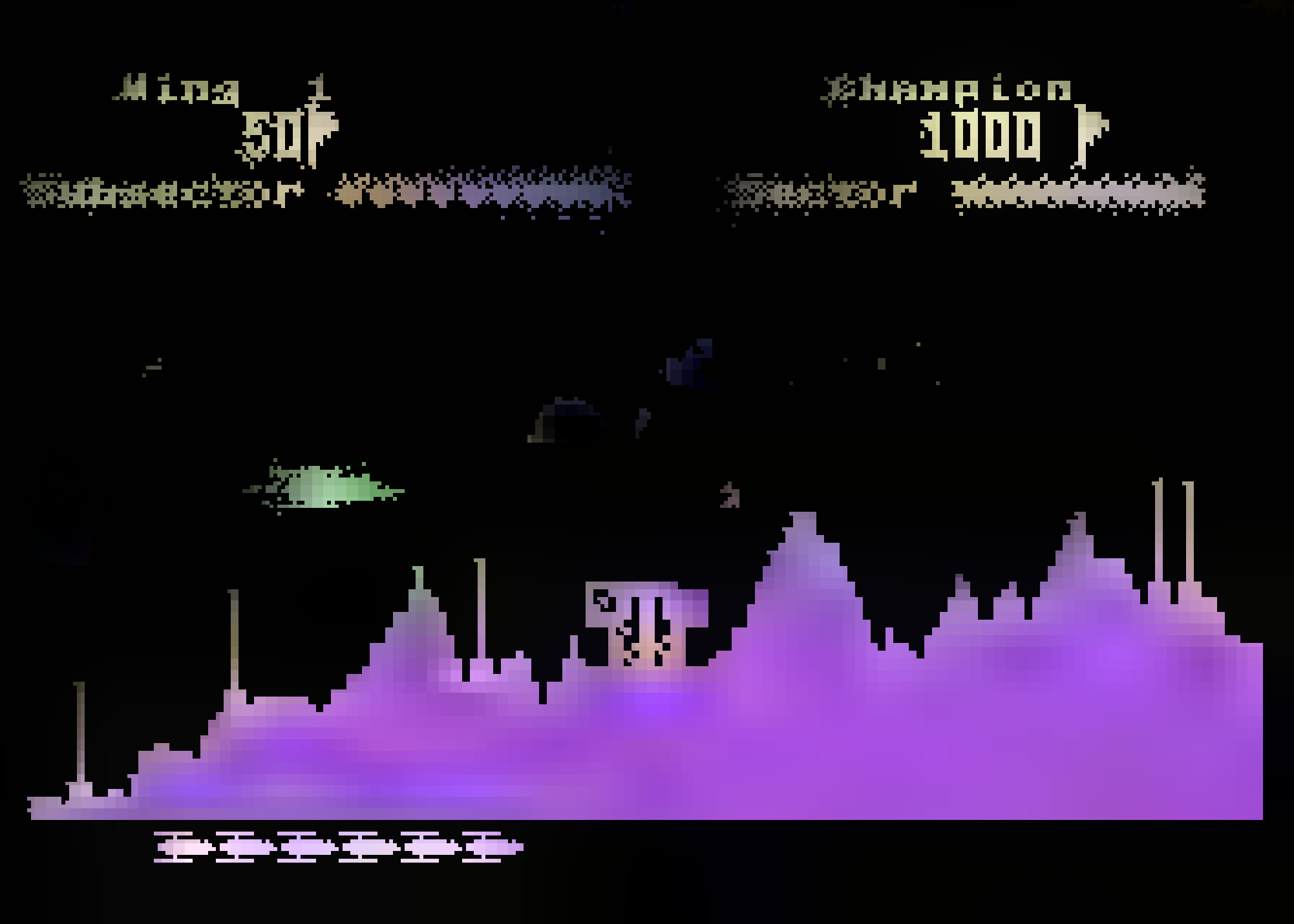
THE SURVIVORS

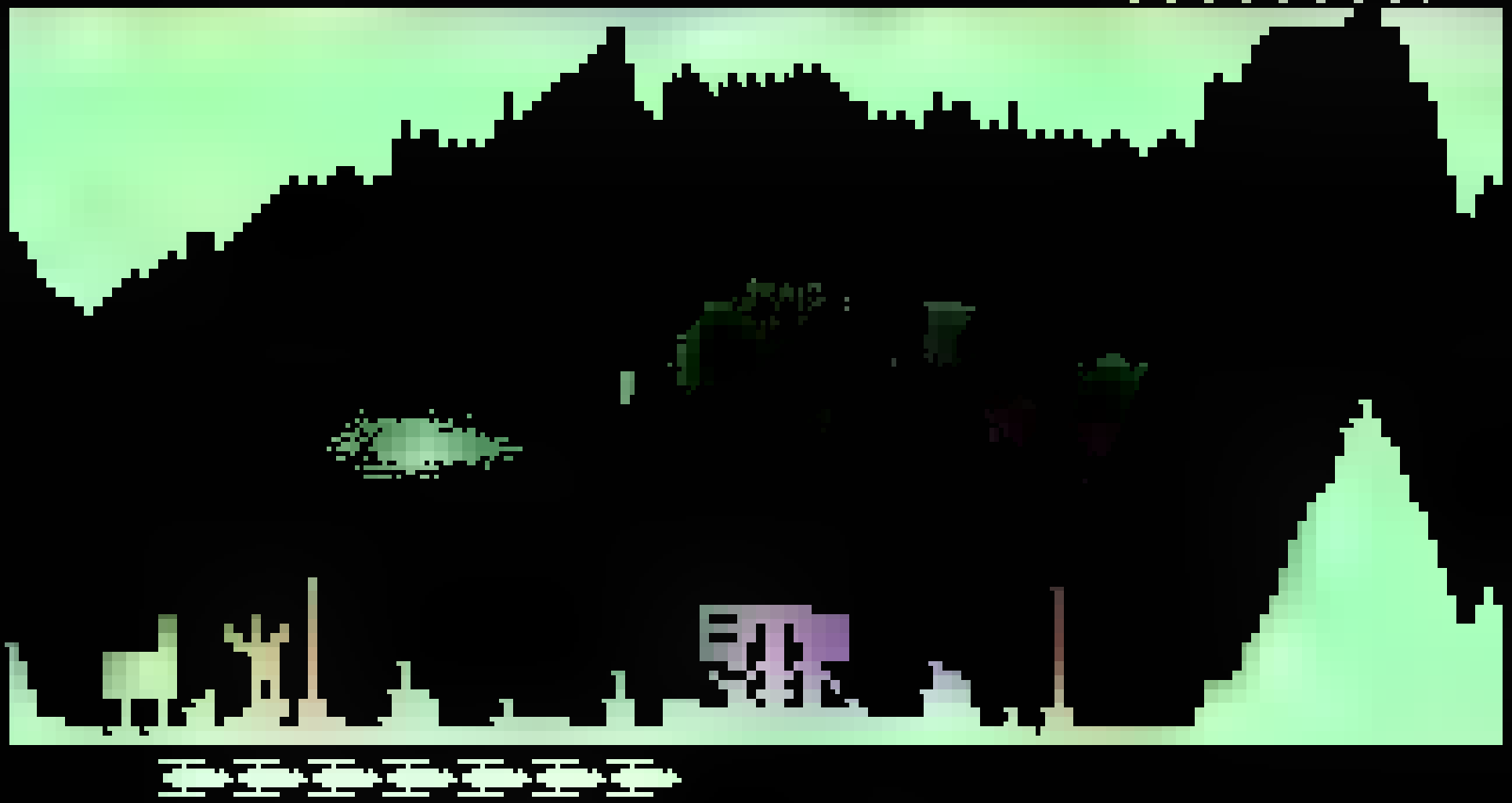
PRESS S TO START
FOR INSTRUCTIONS





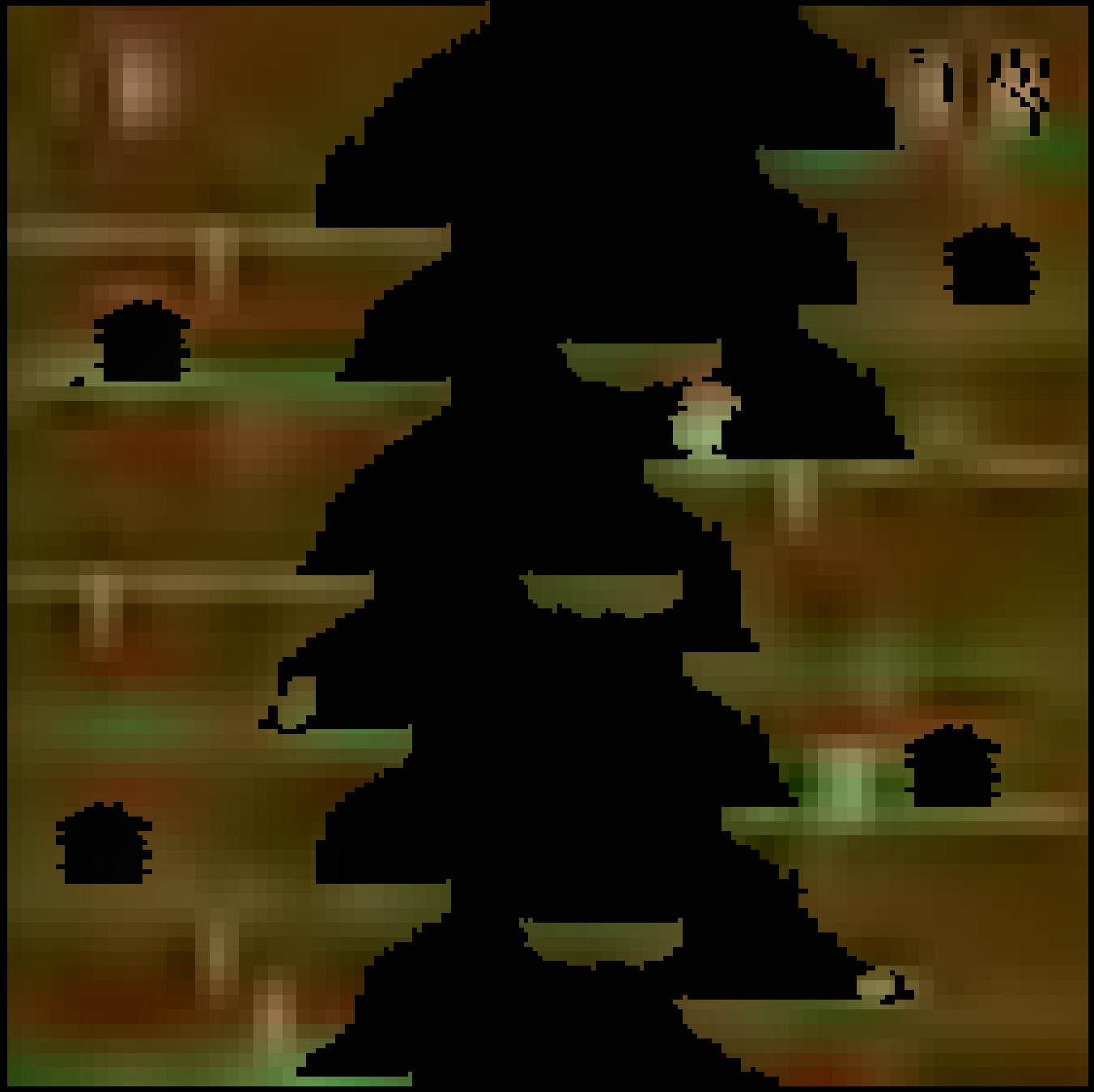

Tagalon
TYNESOFT


Champion
1000


Wing 1
612
Champion
1000
Subsector
Sector



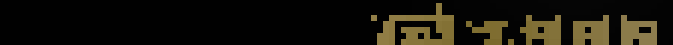

PRESS TRIGGER
OR START TO SKIP
BRIEFING
©1983 PHILIP PRICE





PL.ONE
0

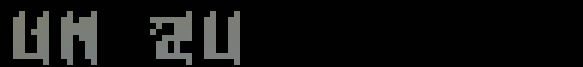
HI
52480



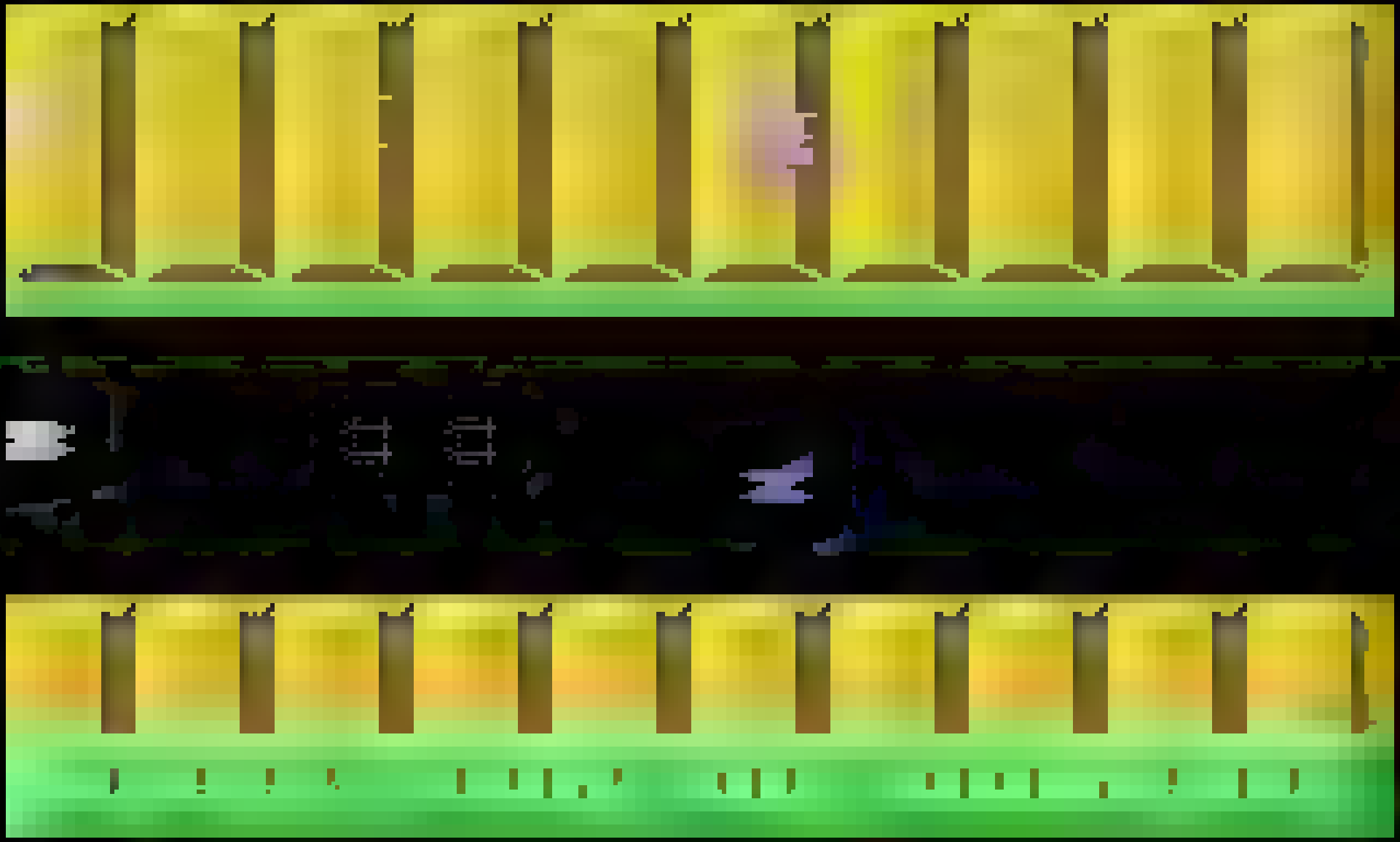












TRIUMPH

(C) 1988 PLAYERS

PROGRAMMED BY:

KEES BEEKHUIS

MUSIC BY:

RICARDO BELLEDO

OPTION 1 PLAYER

SELECT LEVEL 1

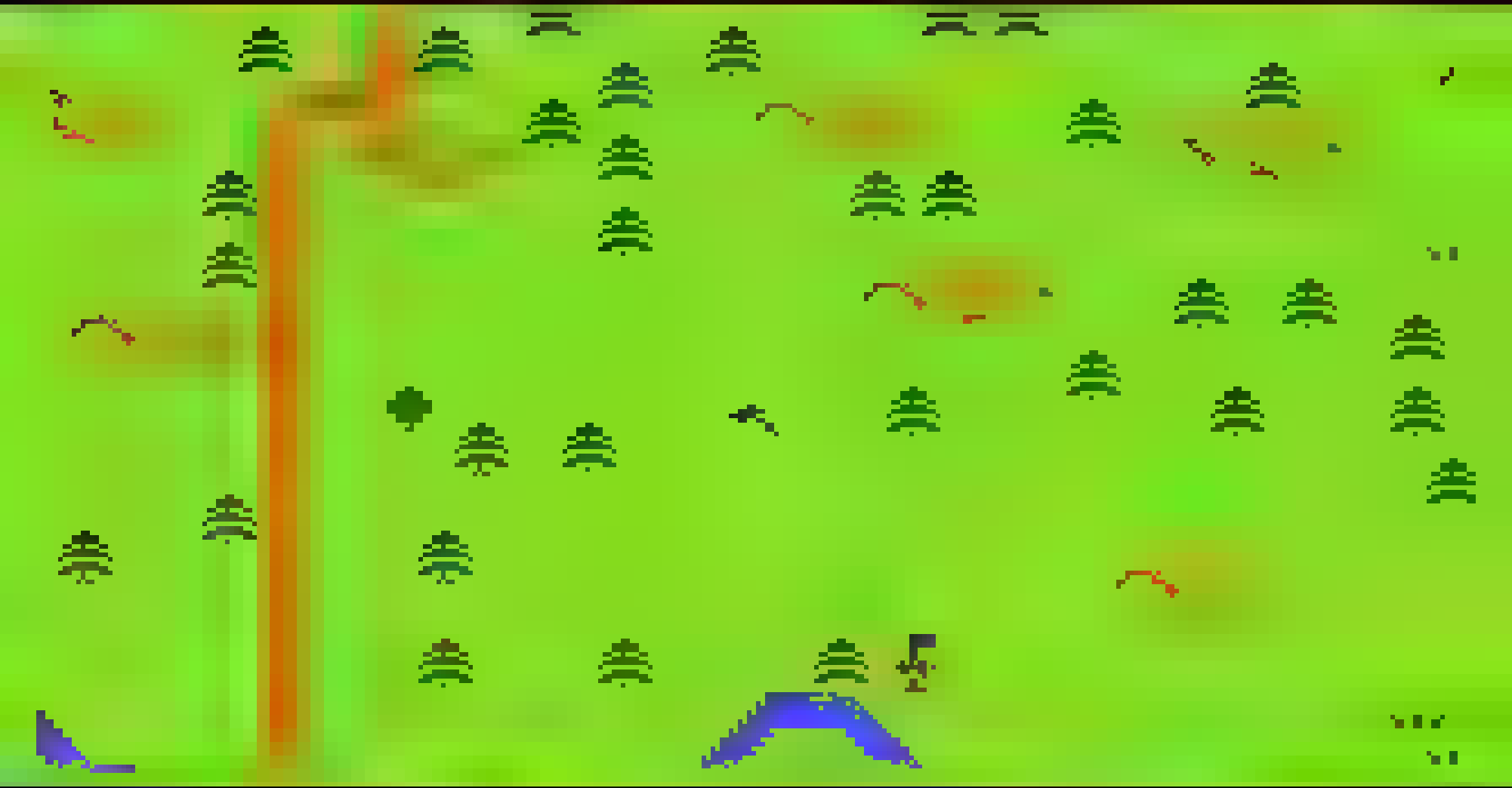
START PLAY GAME



PLAYER ONE
000508

HIGH SCORE
000508

PLAYER TWO
000000



FUEL

SHELLS

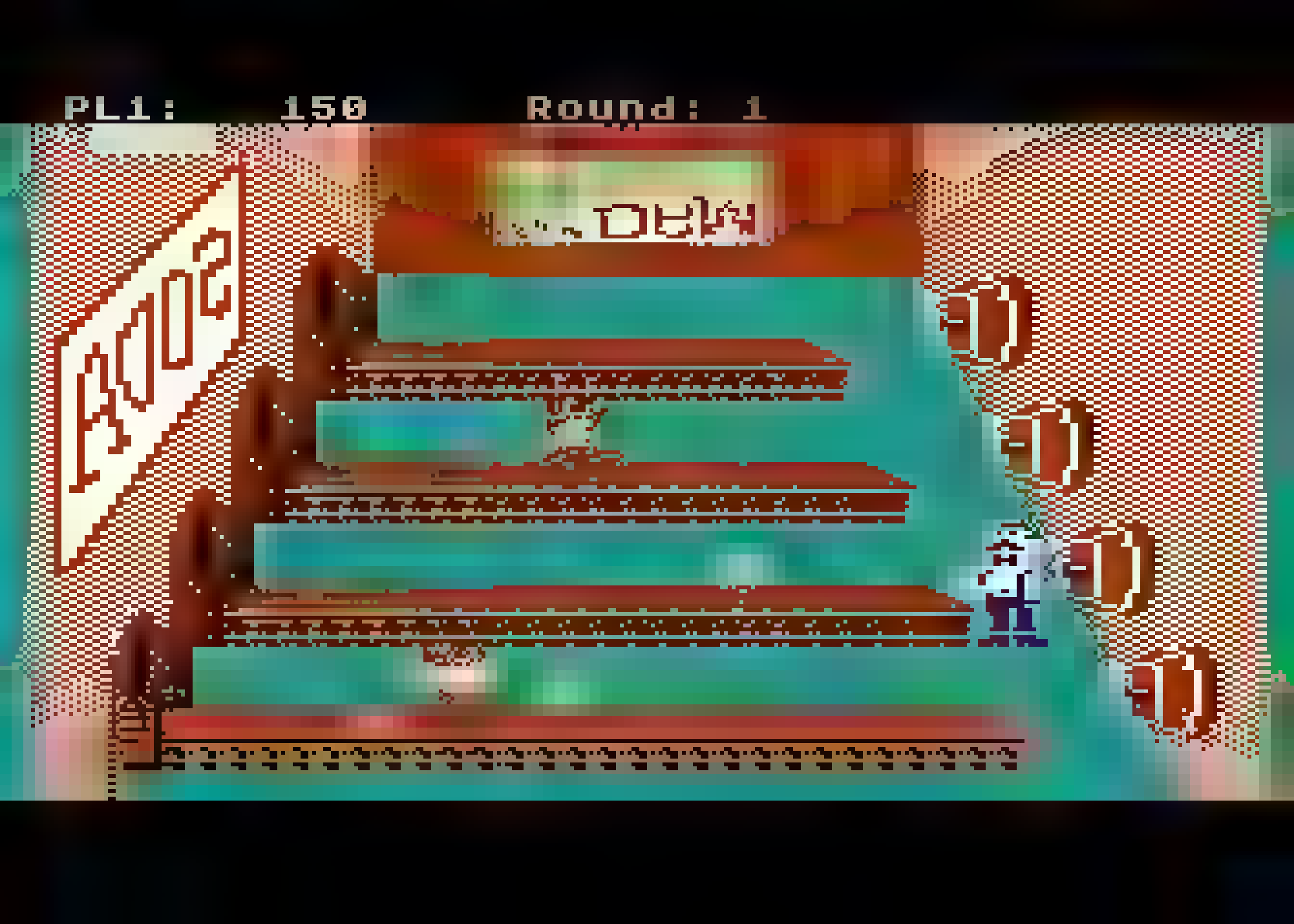
TANK COMMANDER

BY CHRIS JAMES

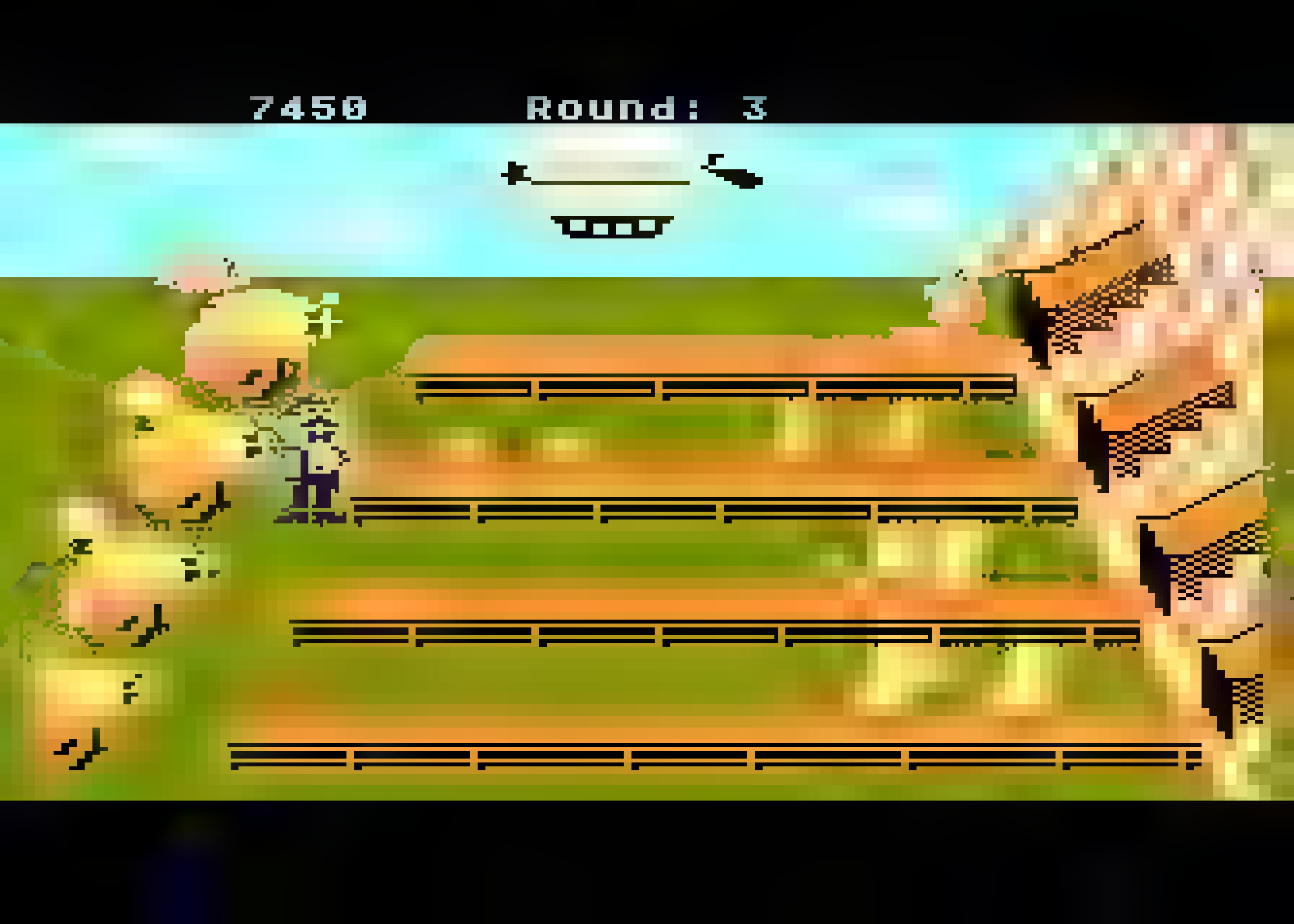
OPTION PLAYERS 1

SELECT SKILL 1

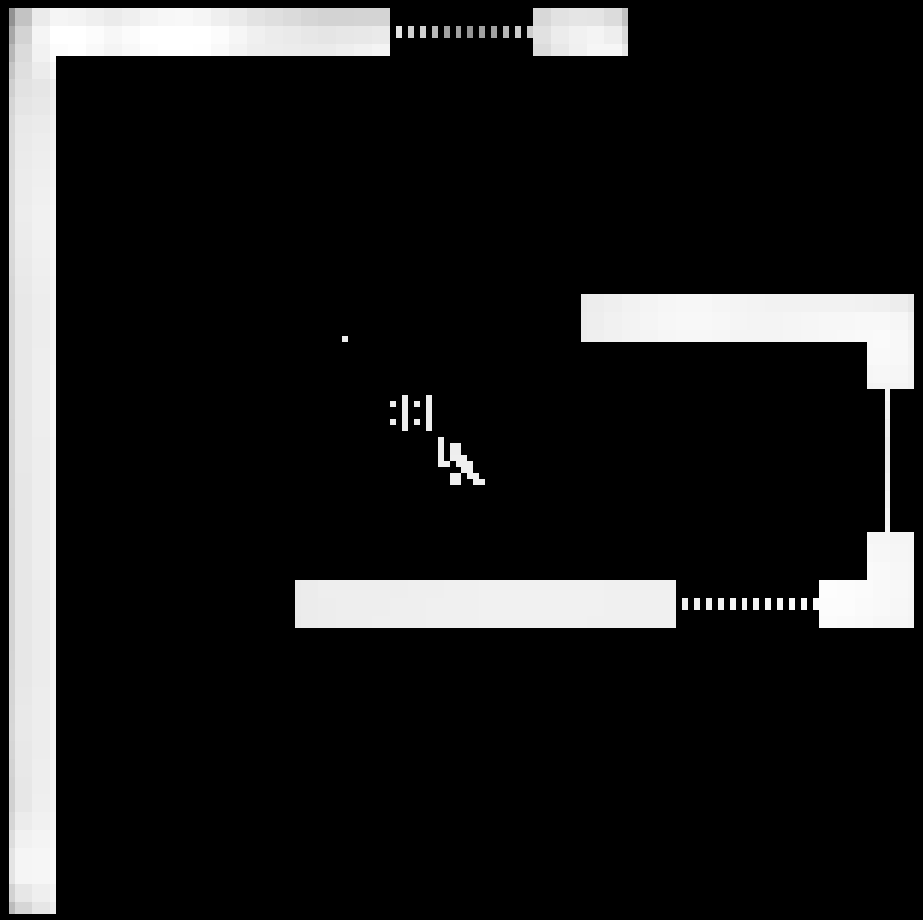
BEST THOSE ENJOY COMPUTER SOFTWARE


PL1: 150
Round: 1


4450
Round: 3


7450
Round: 3


HIGH SCORE
Tapper
OPTION
BEGINNER
ARCADE
EXPERT
SELECT
1 PLAYER
2 PLAYER
JOYSTICK
KEYBOARD
Midway Mfg. Co.



ATARIMA LVL 1
STR 8 CON 11
INT 11 DEX 16
WIS 6 CHR 8
HP 11:11
SW 1:1
EX 0
GD 0
SWORD
ARMOR
SHIELD

LVL 2 SKELETON

YOU ENCOUNTER a LVL 2 SKELETON
Fight, Cast, or Evade:

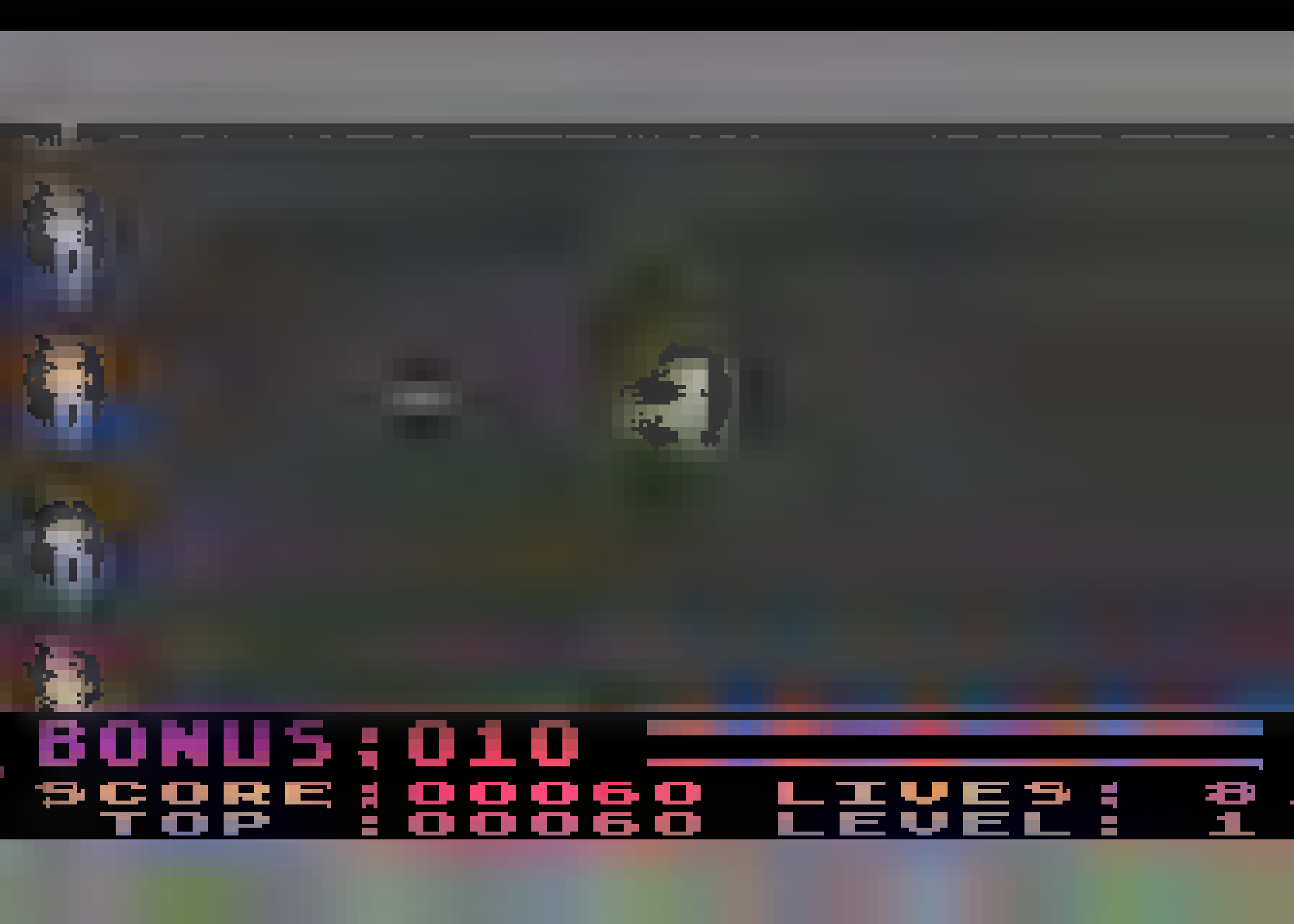

ATARIMA LVL 1
STR 8 CON 13
INT 15 DEX 7
WIS 5 CHR 16
HP 13:13
SW 1:1
EX 0
GD 0
SWORD
ARMOR
SHIELD
NORTH

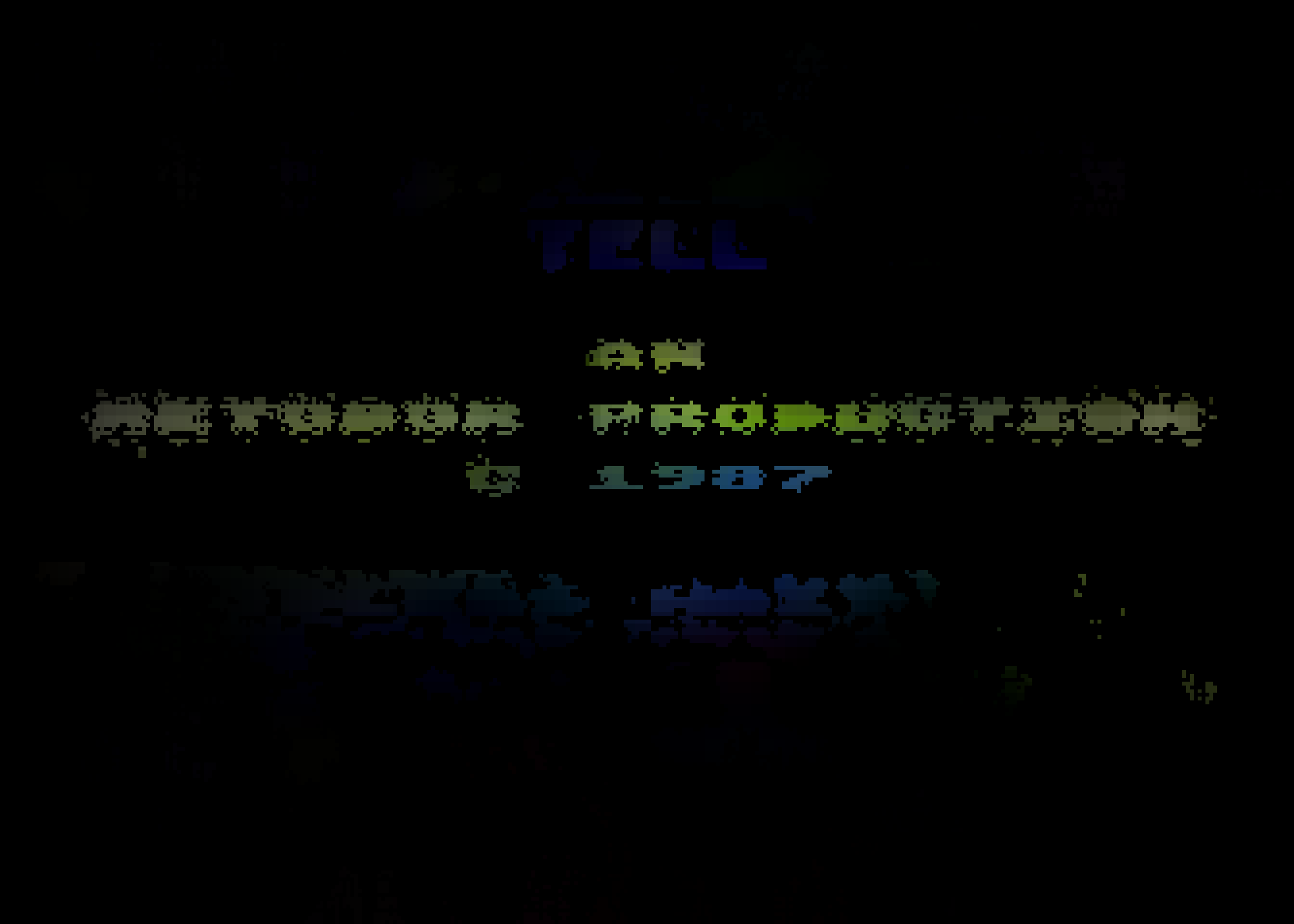
Avalon Hill Presents



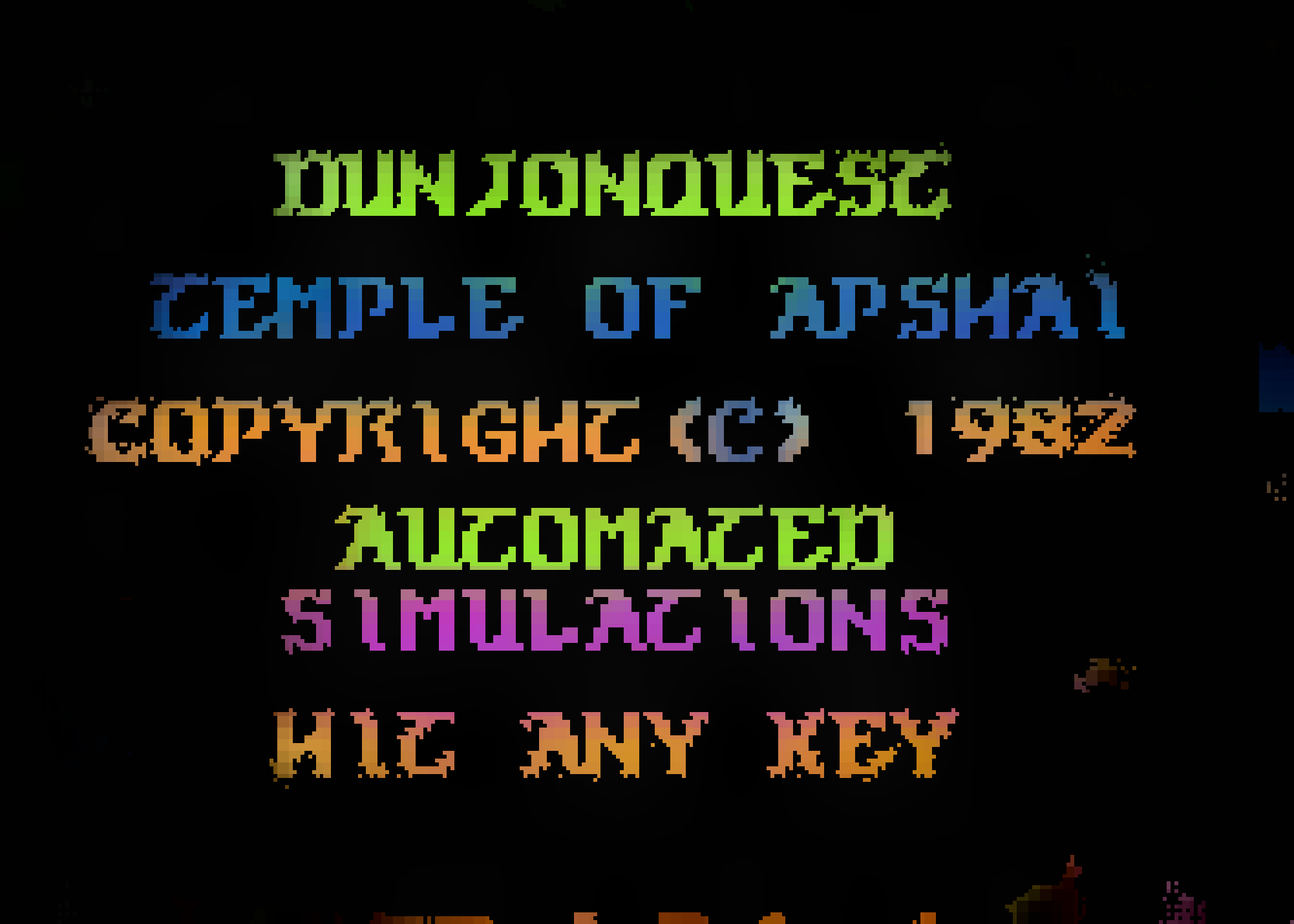
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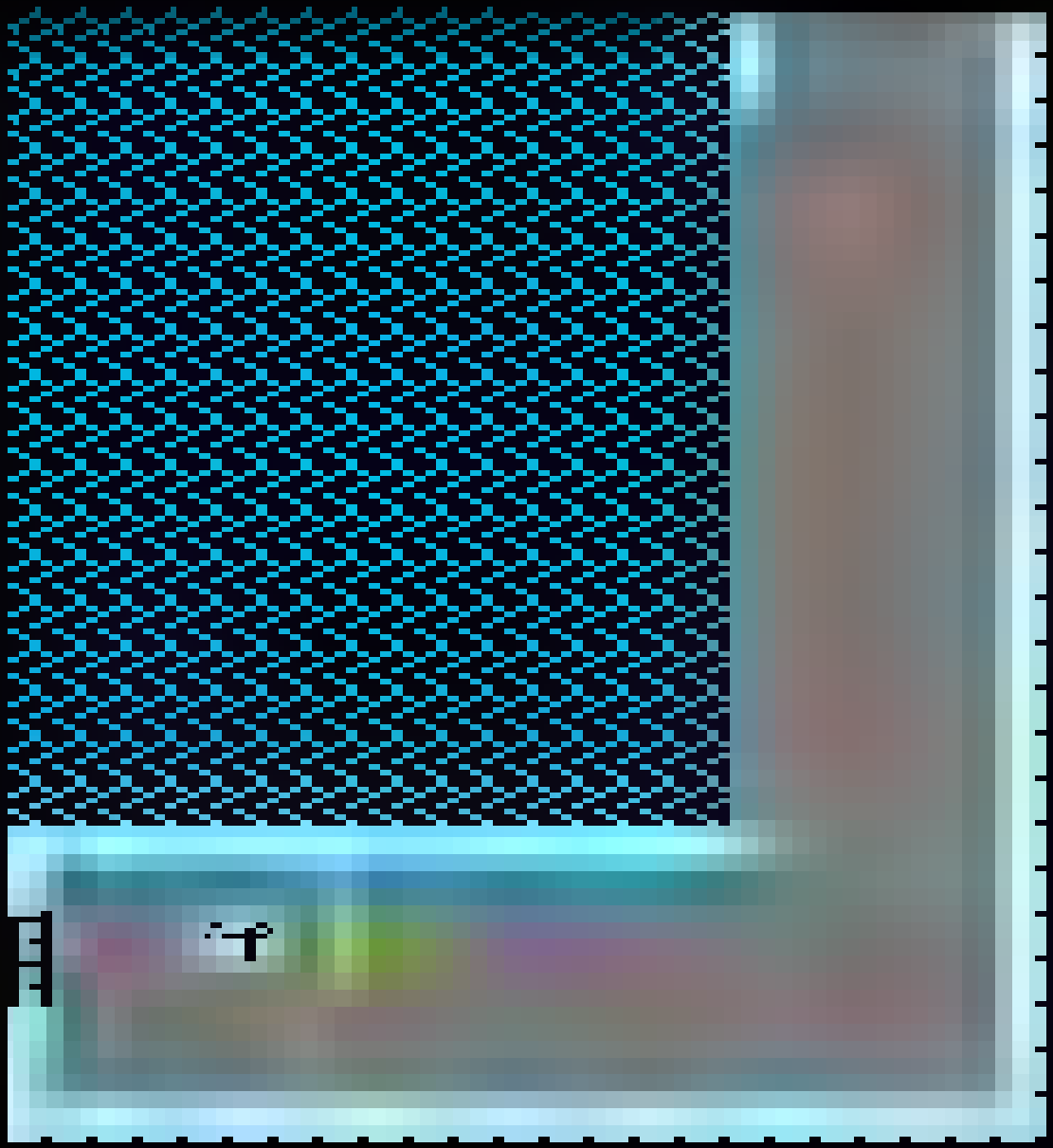
Please wait while loading


BONUS:010
SCORE:00060
TOP :00060
LIVES: 0
LEVEL: 1

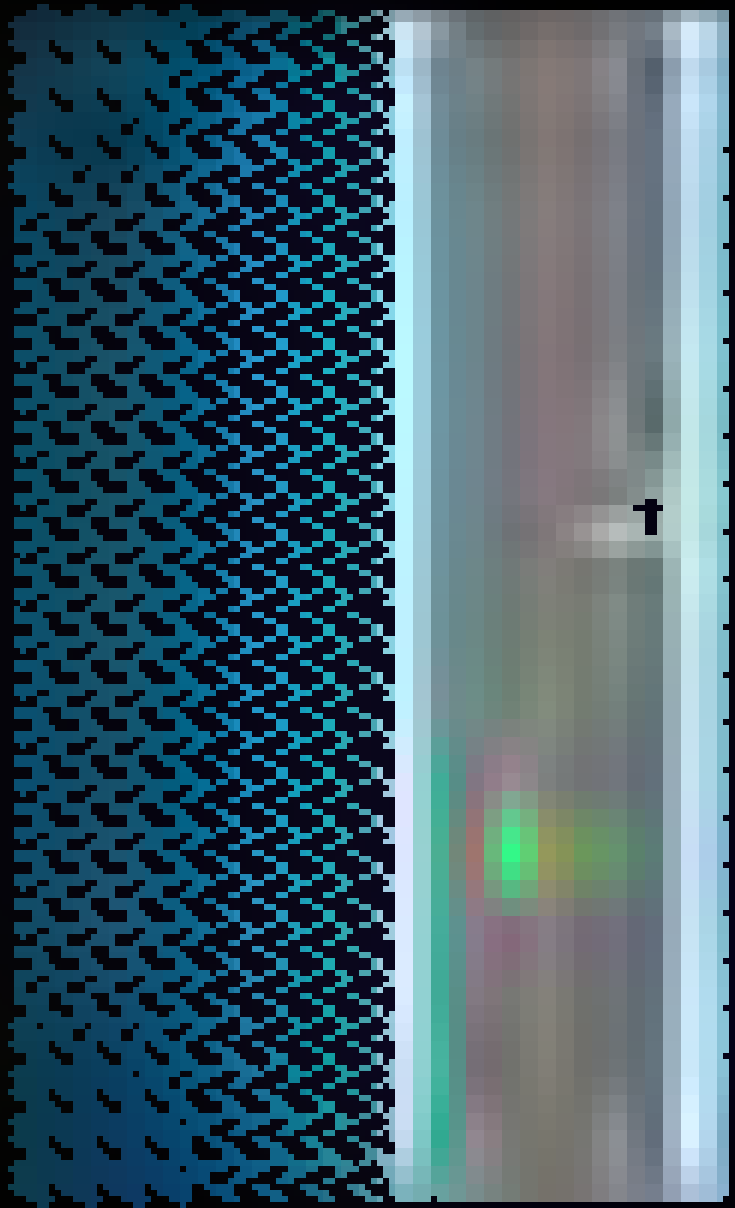

TELL
1987



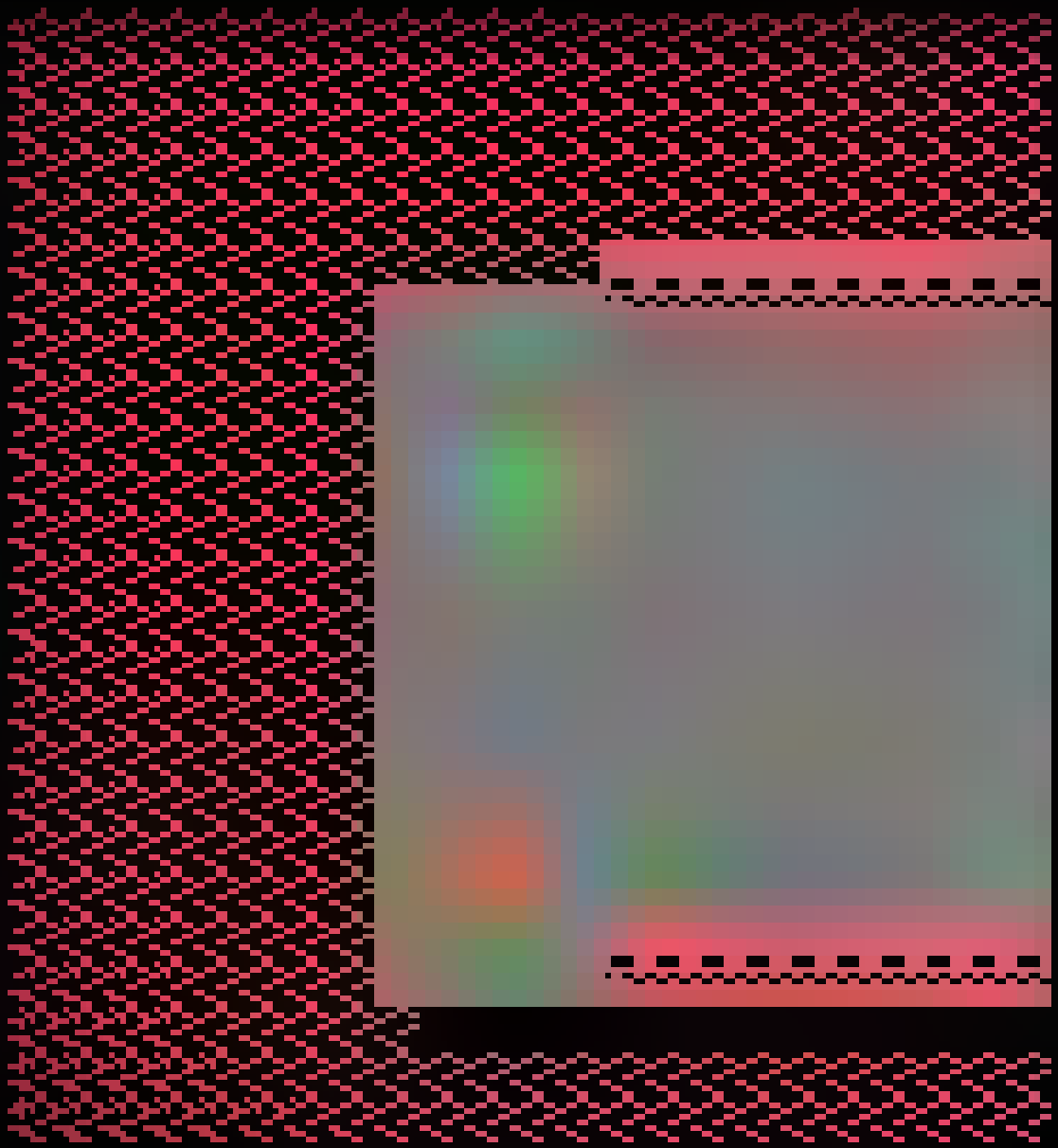

DUNJONQUEST
TEMPLE OF APSHAI
COPYRIGHT (C) 1982
AUTOMATED
SIMULATIONS
HIT ANY KEY

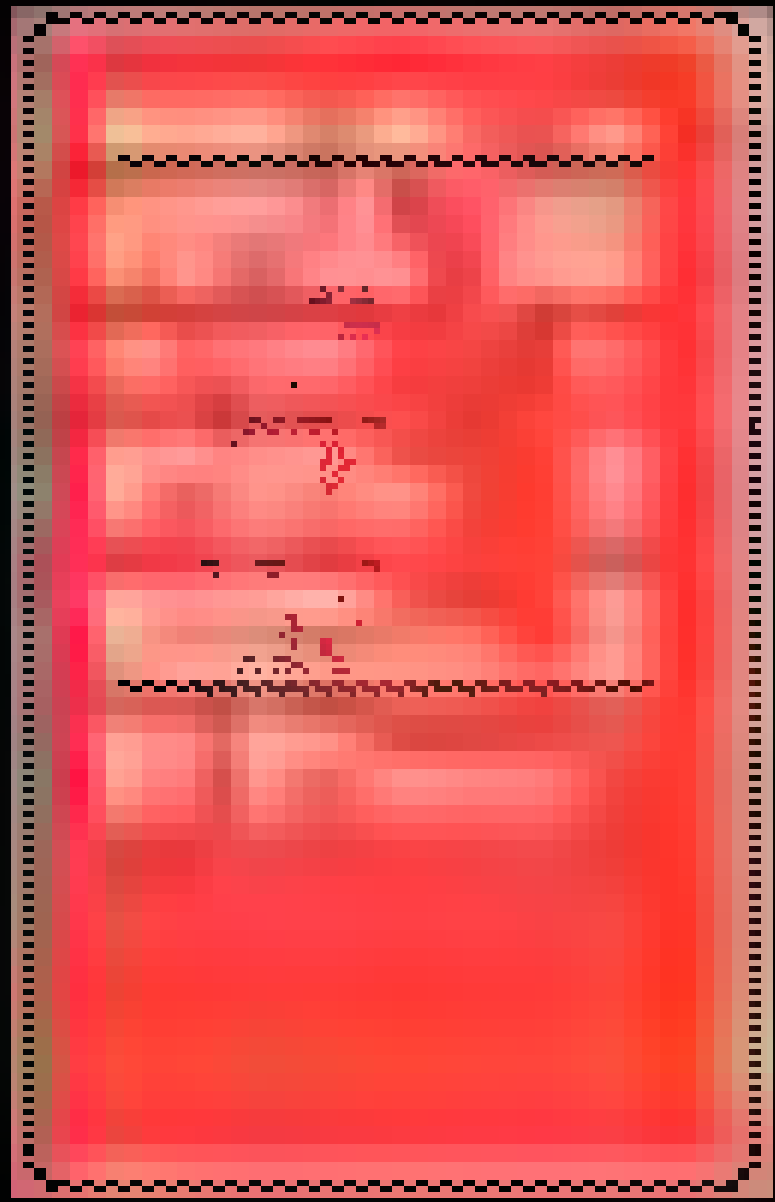












EPYX

PRESENTS

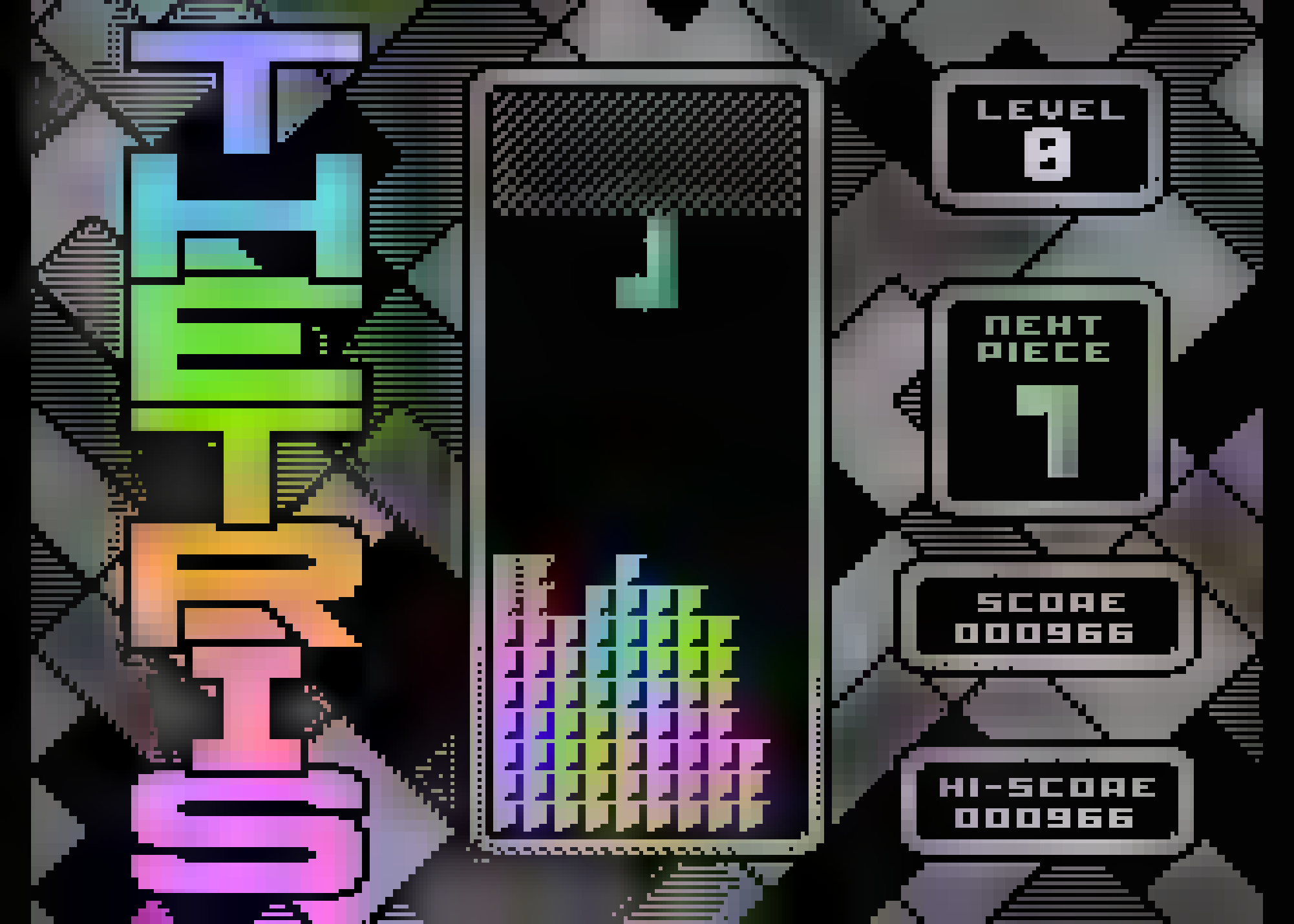
TEMPLE OF APSHAI TRILOGY



REDESIGN BY: STEPHEN LANDRUM

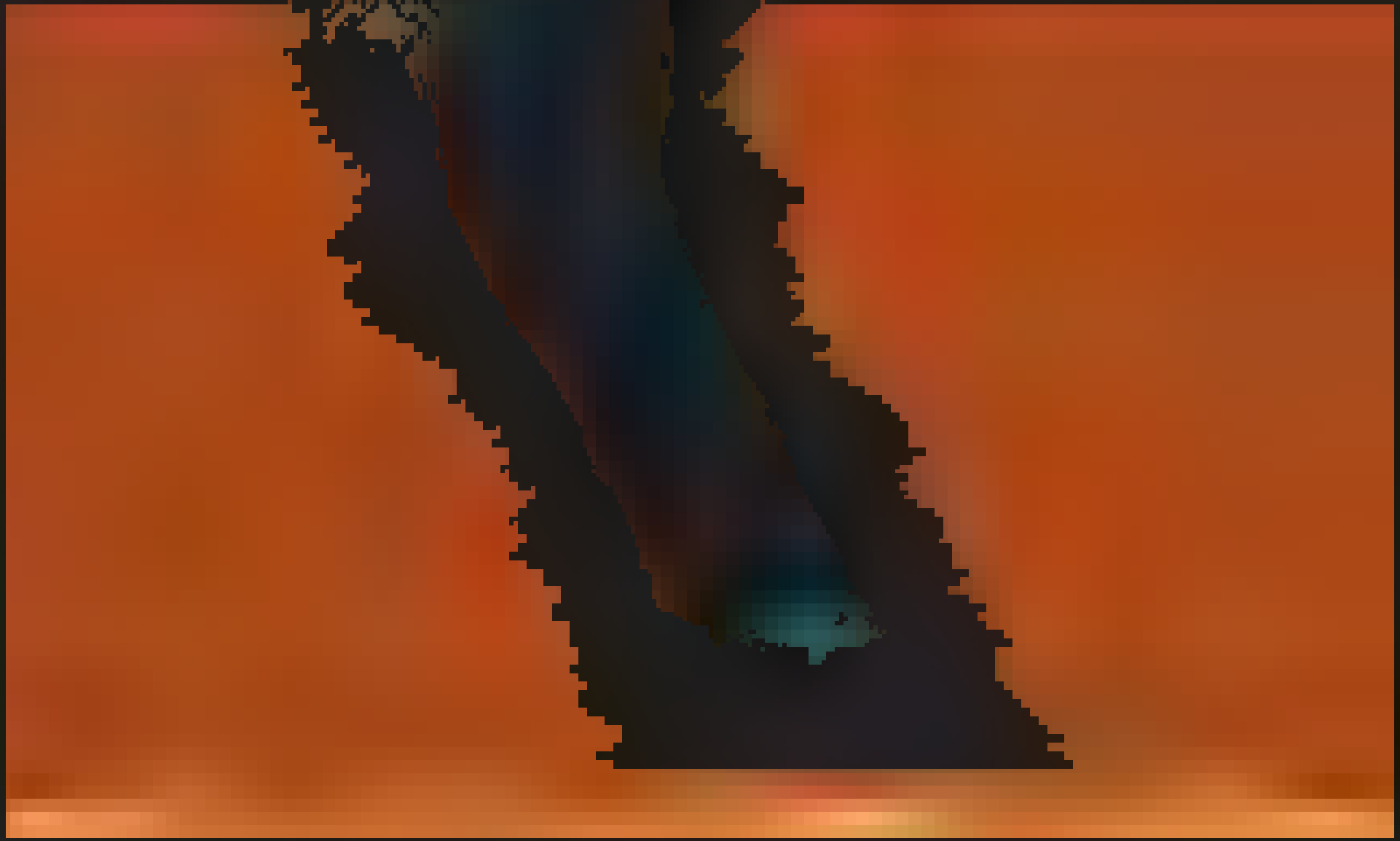
GRAPHICS BY: MICHAEL KOSAKA

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TETRIS
LEVEL
8
NEXT
PIECE
SCORE
000966
HI-SCORE
000966


TETRIS






THRAX
LAIR



HOT FUEL

SCORE

000300



HOT FUEL

SCORE
001500


HOT
SCORE

THUNDERBOMBS

WRITTEN BY

ROBERT MARDY

DESIGNED BY

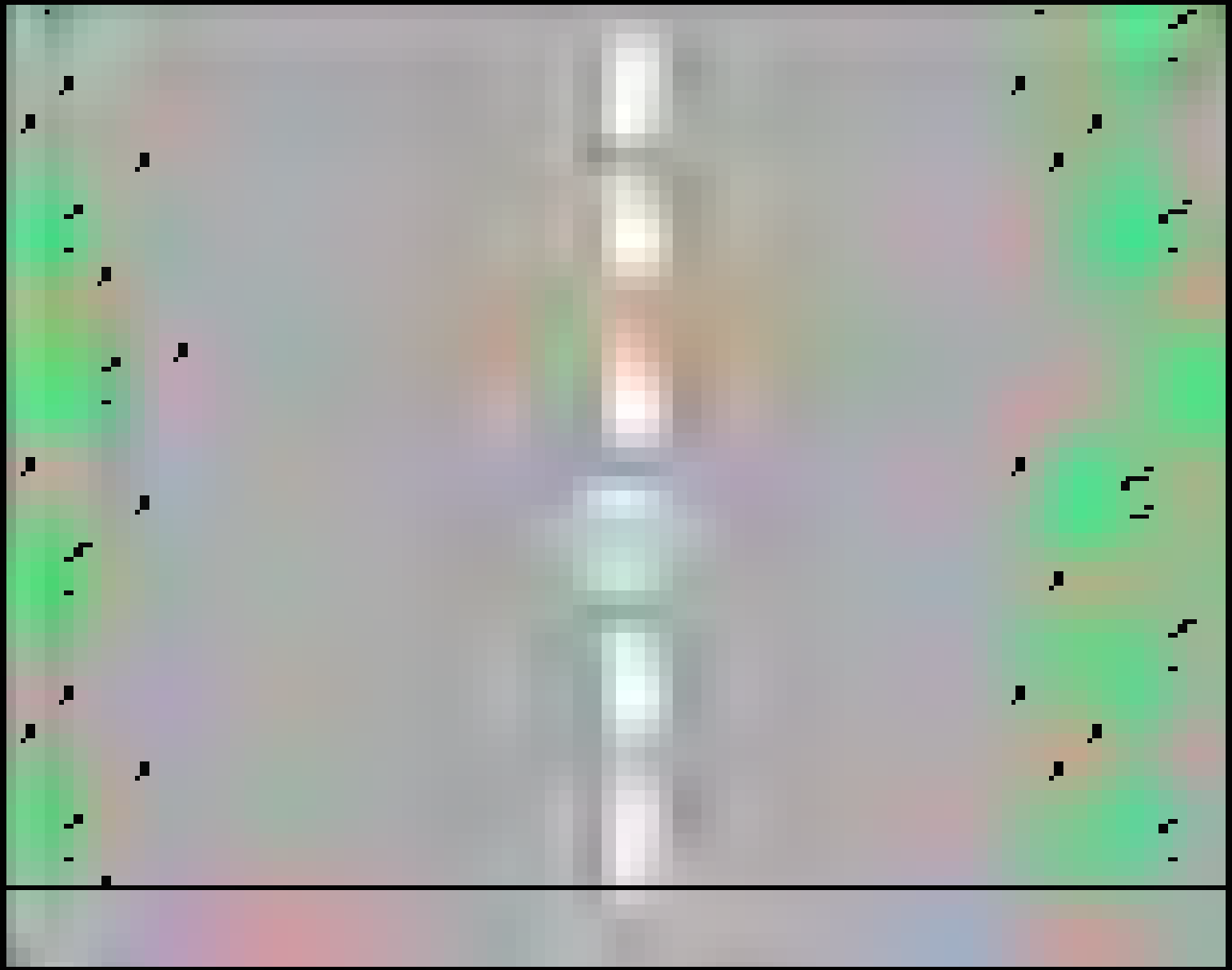
TOM BROWN

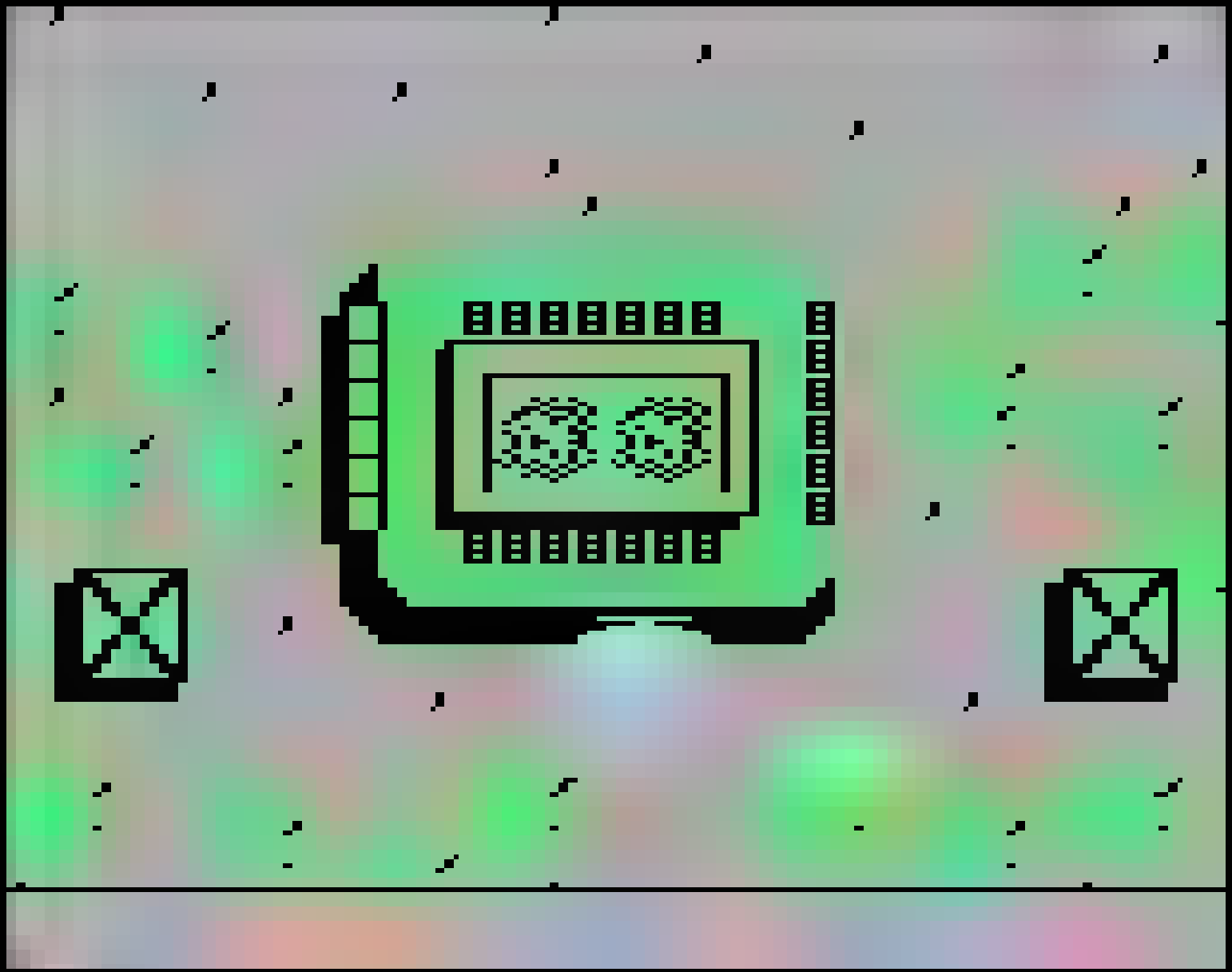
(C)1985 PENGUIN SOFTWARE

OPTIONS

(J) - JOYSTICK

(K) - KEYBOARD





TIGER ATTACK

WRITTEN BY
RUSSELL KNIGHT

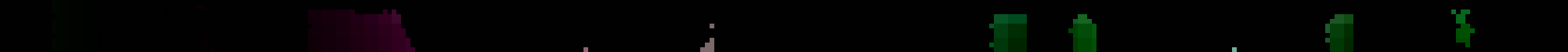
Produced by ARENA DEVELOPMENTS.
Copyright 1988 ATARI CORP. LIMITED.

HIGH SCORE: 026000

SELECT ONE PLAYER
ONE STICK

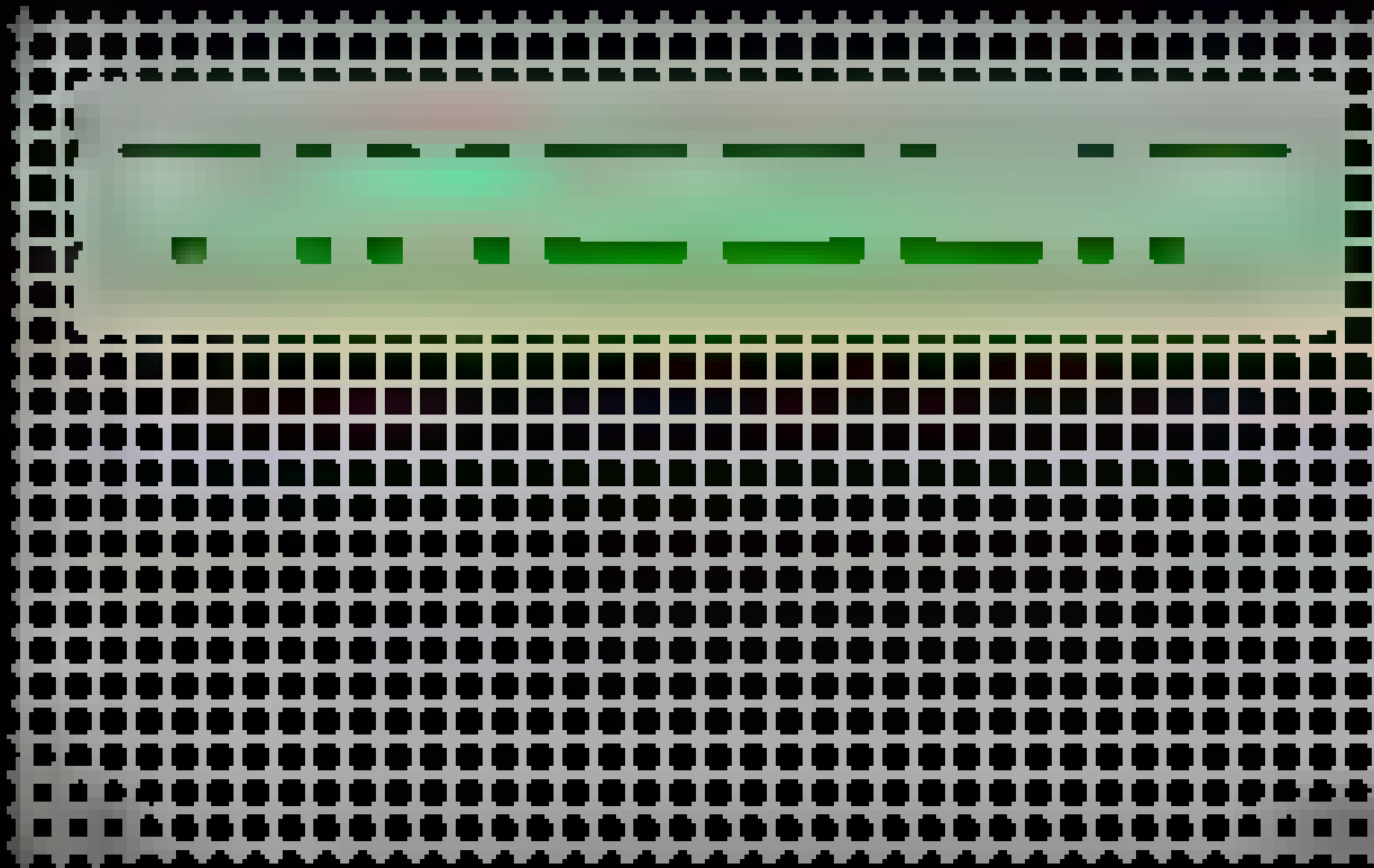
OPTION MUSIC OFF

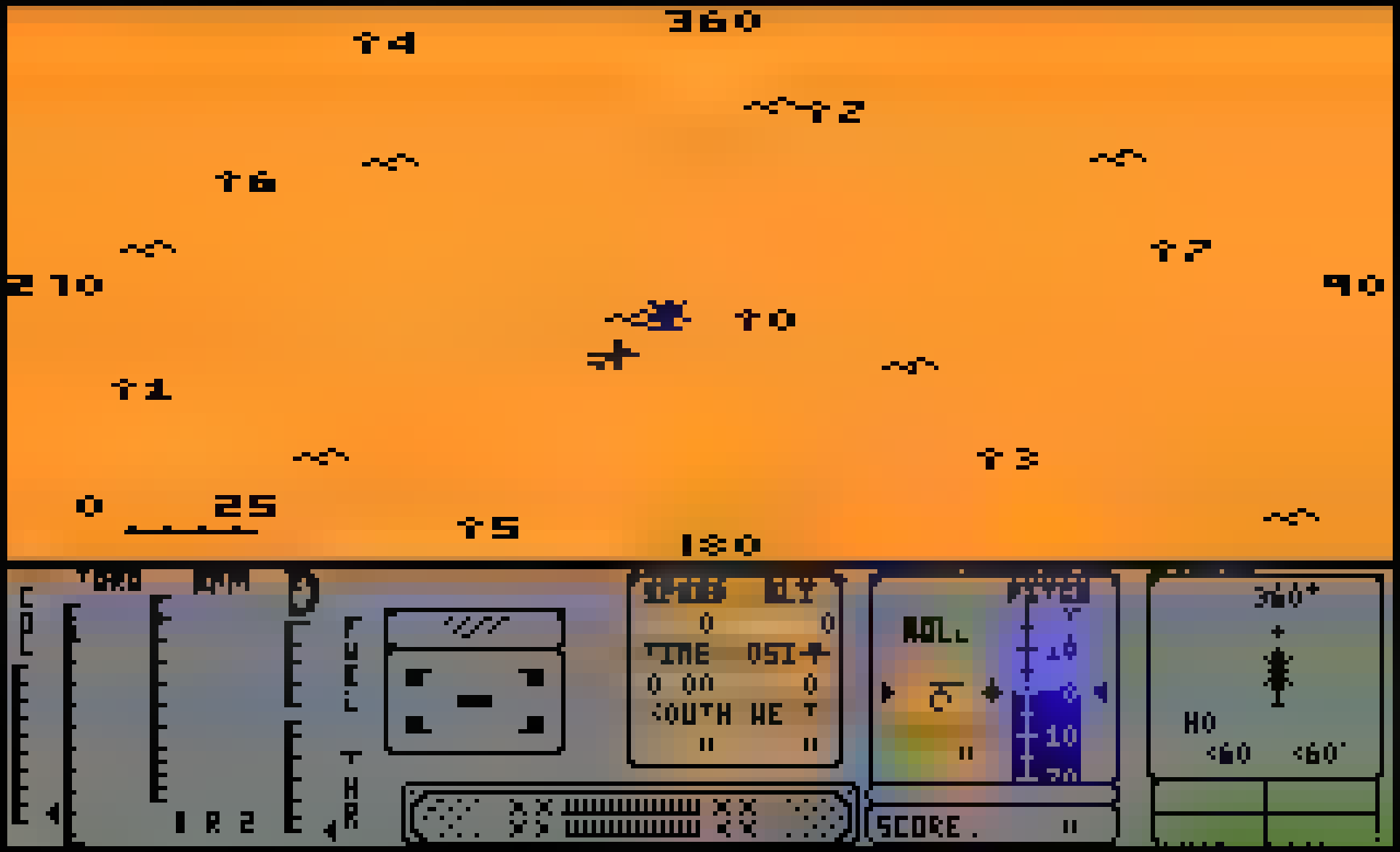
START BEGIN GAME

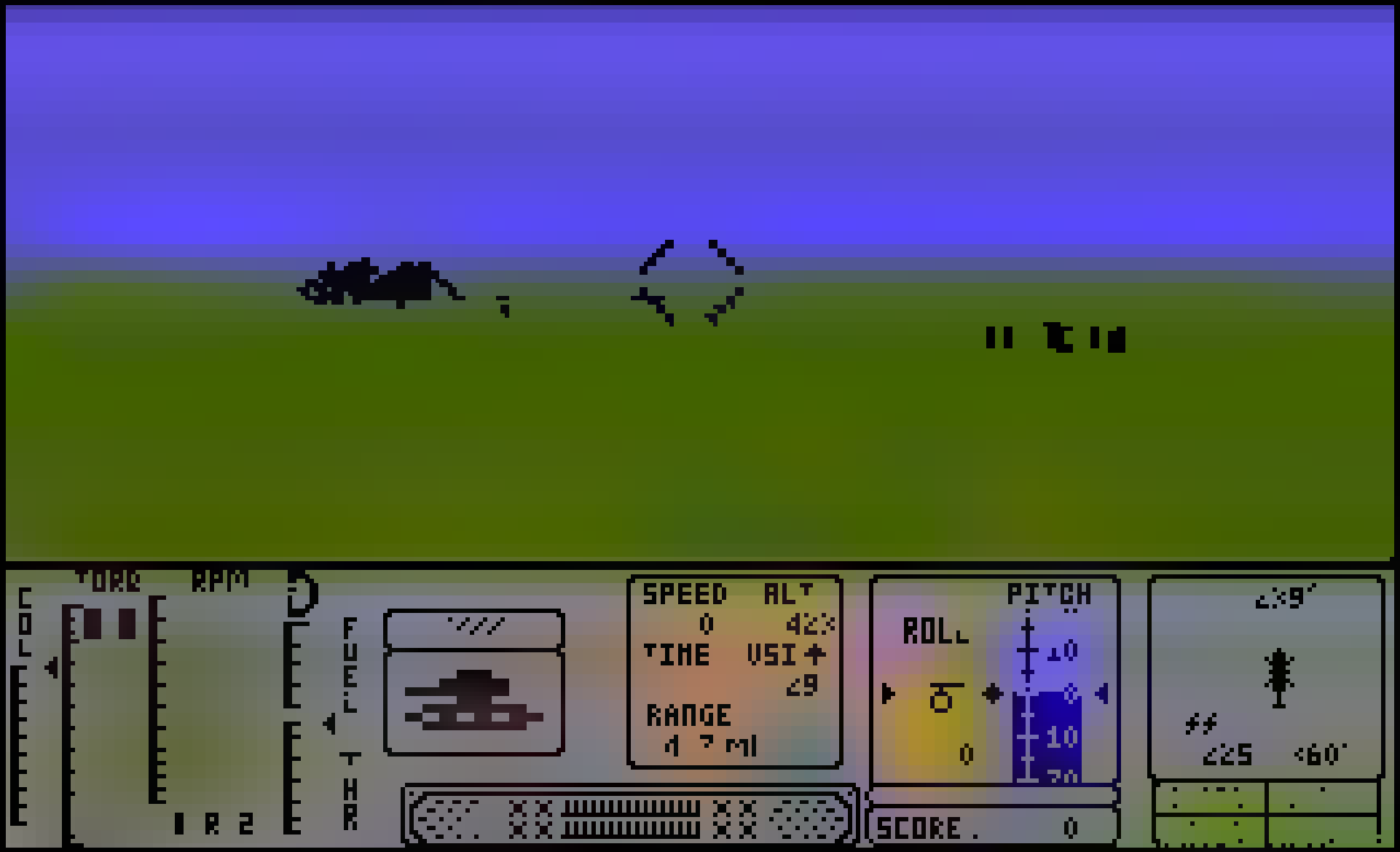


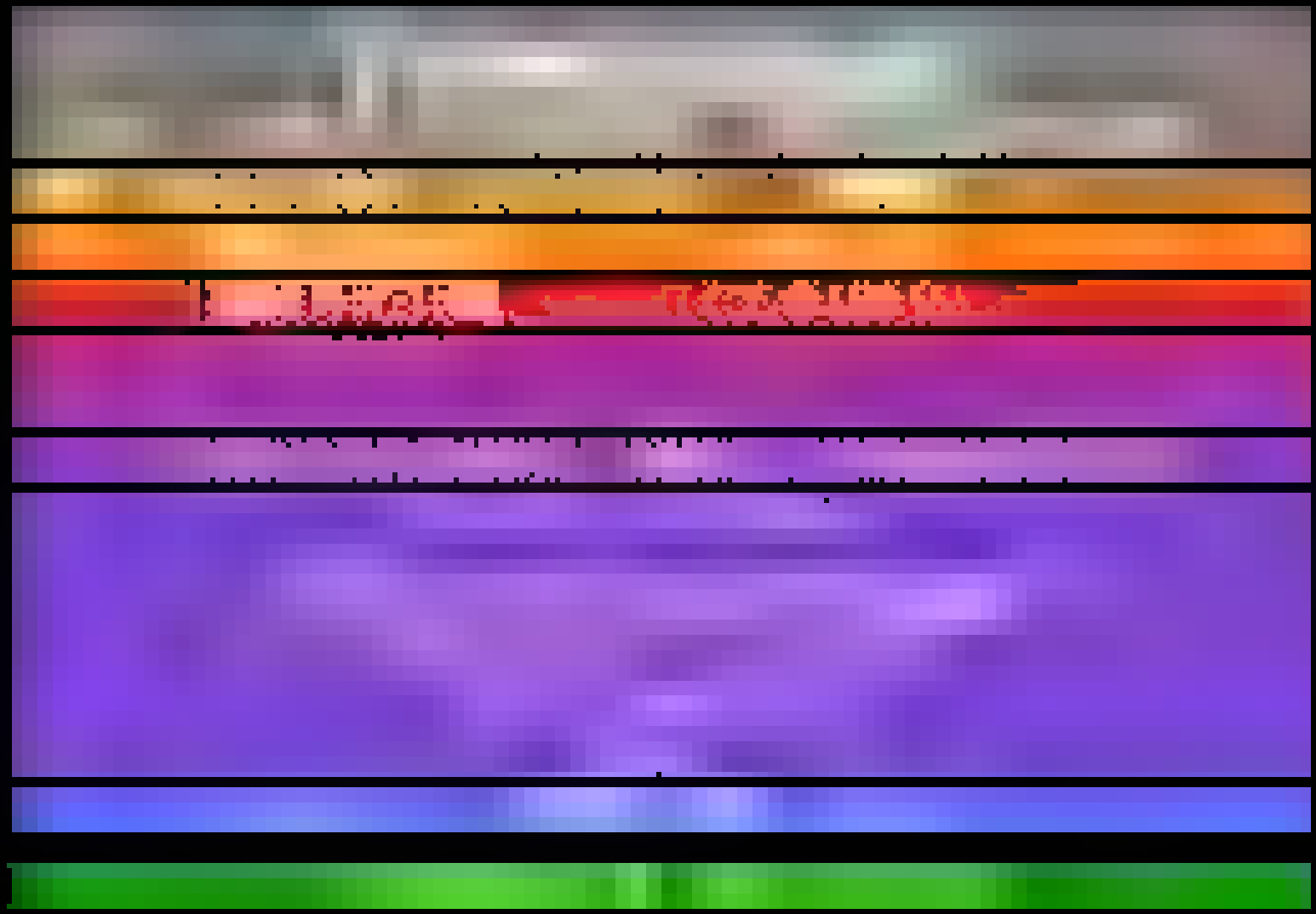



SCORE 000000 ⊙ TIME 23-49 ⊙ ORBS 36 ⊙ Z 1
⊙ SELECT ⊙
⊙ ORBS:12 ⊙ SC:000000 ⊙ ZT:12-00 ⊙ FROZEN ⊙




360
4
2
6
7
210
90
0
1
3
25
5
180
ROLL
SCORE.


TORQ
RPM
COL
FUEL
THR
SPEED
ALT
0
TIME
VSI
RANGE
ROLL
PITCH
SCORE
0



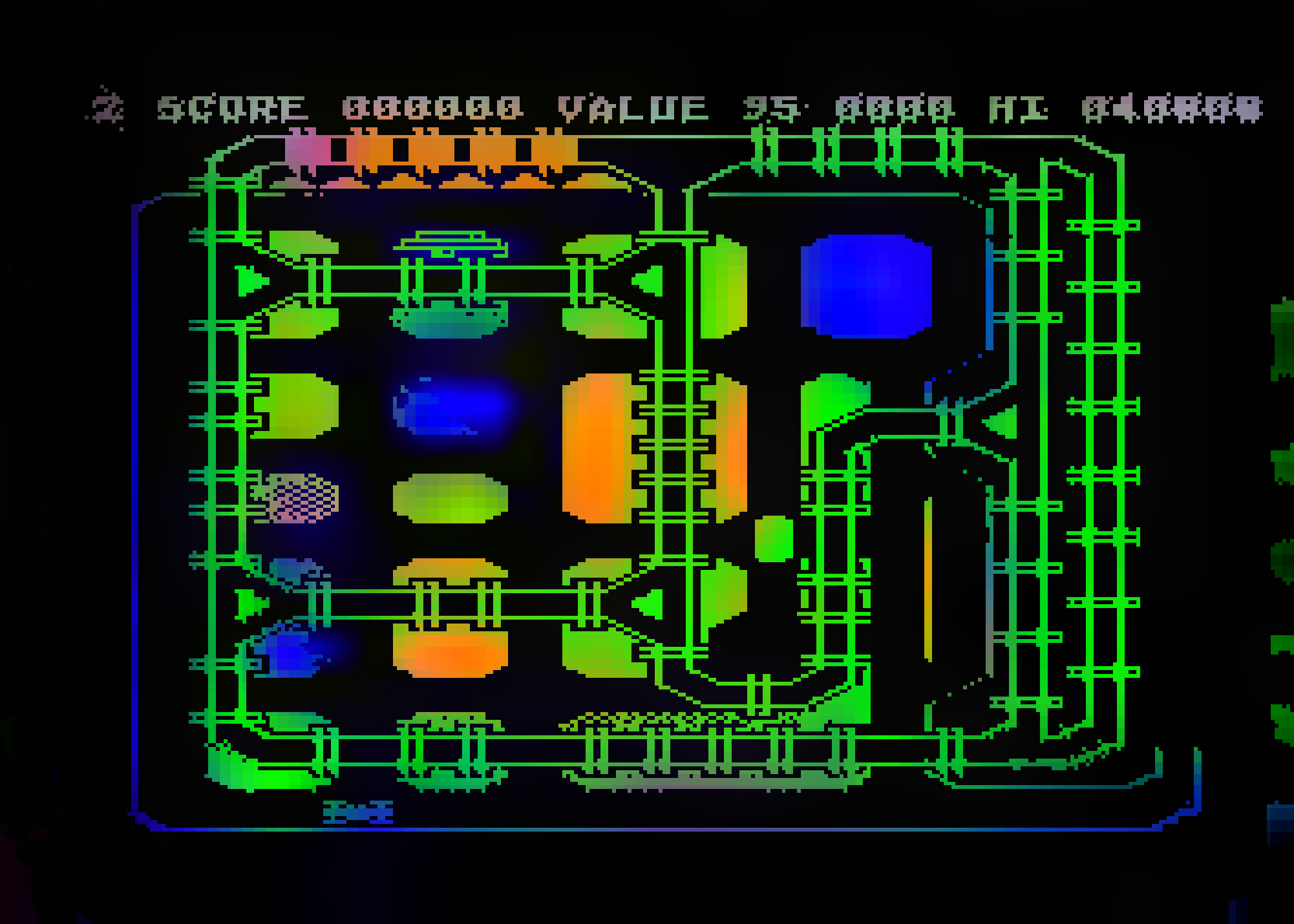



GET
READY
PLAYER
ONE

TOPPER™

By Myron Meier (C) 1983 ROMOX Inc.

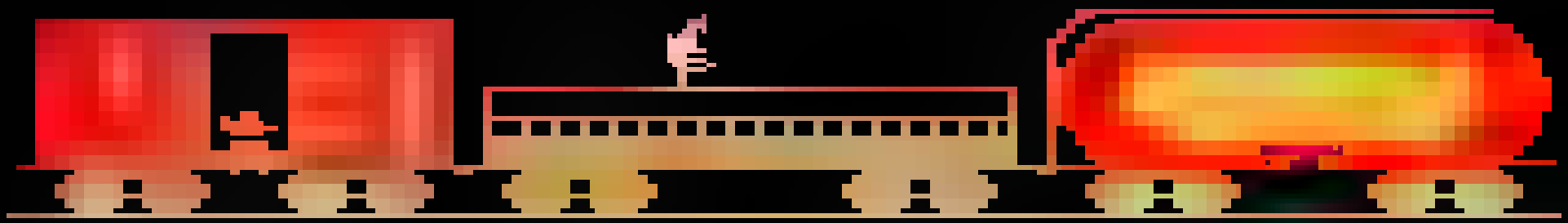



SCORE 000000 VALUE 95 0000 HI 040000

TRACK ATTACK

ATARI VERSION BY
BILL HOOPER
SOLITARE GROUP

APPLE VERSION BY
CHRIS JOCHUMSON



COPYRIGHT 1982 BRODERBUND SOFTWARE INC


SCORE 000200
LVL 4
TIME 00:50:64
PLAYER 1


SCORE 000170
PLAYER 1
LVL 1
TIME 00:30.98

GREMLIN GRAPHICS PRESENTS

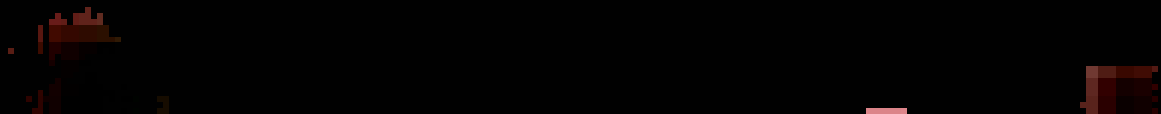
TRAILBLAZER

(C) COPYRIGHT 1986 AR CHIP SOFTWARE

[illegible] OUT FOR THE PURPLE TRACKS WHICH TEND

PRESS FIRE TO START







PRESS 1-8 TO SELECT STARTING ROUND

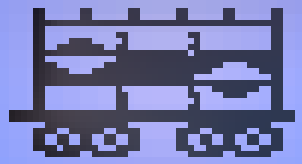
COPYRIGHT(C)1983 SPINNAKER SOFTWARE CORP


COAL
IPS
IPS
IPS
IPS

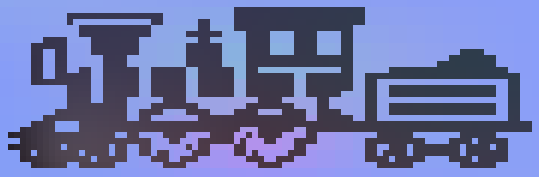
LEGEND











MINE

LUMBER

FARM

WELL











SPINNAKER SOFTWARE

PRESENTS

TRAINS



COPYRIGHT 1983

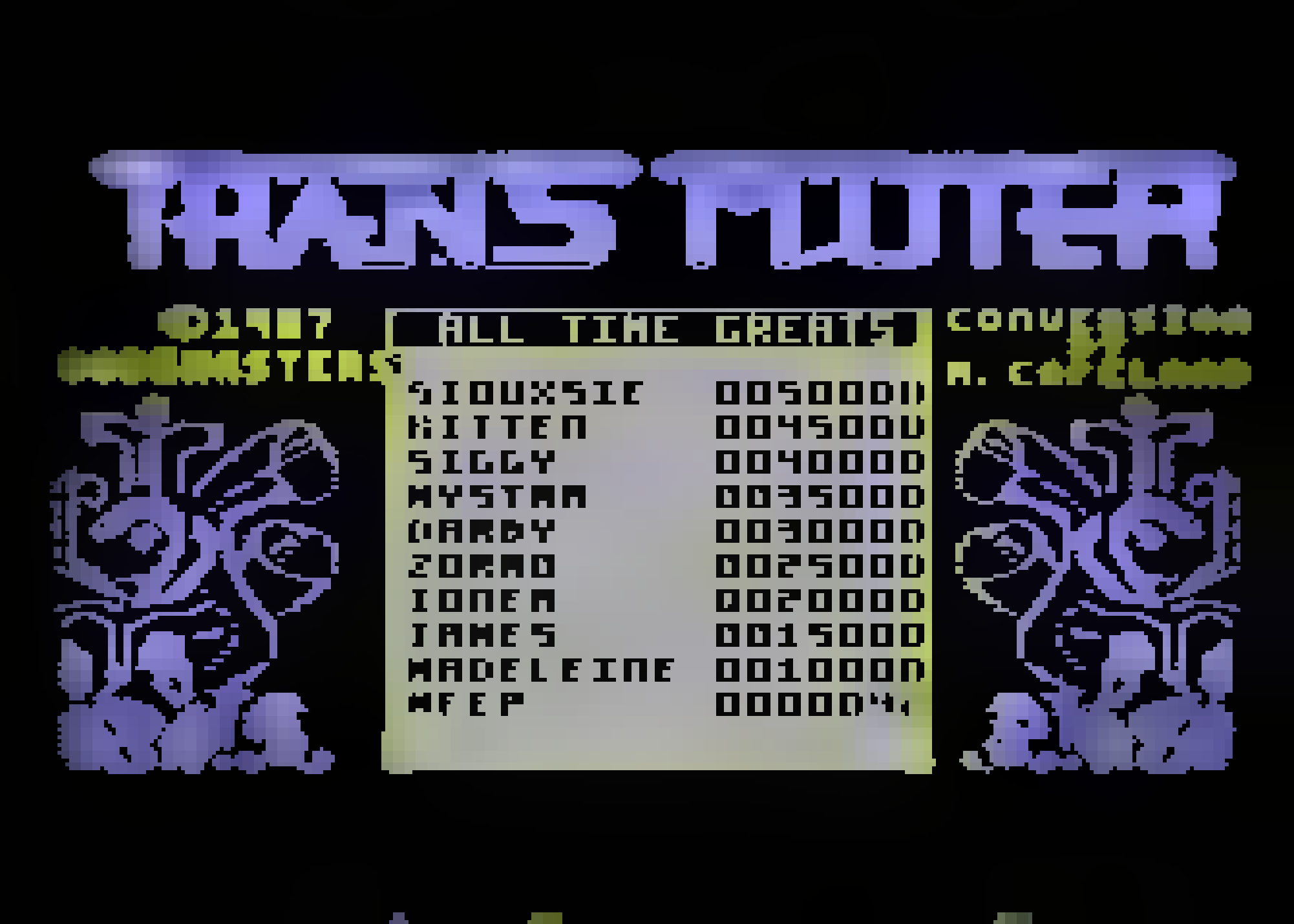
SPINNAKER

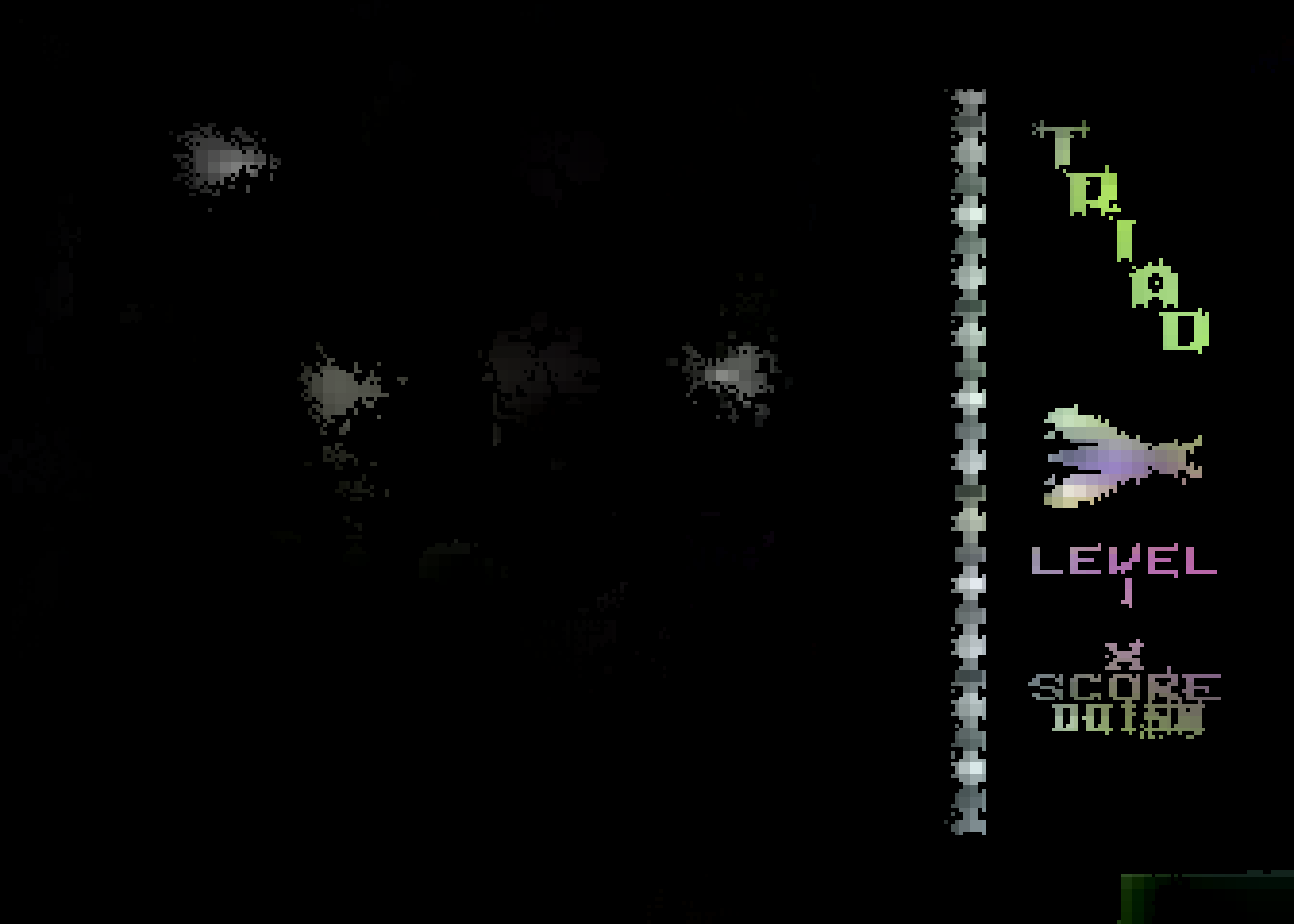
SOFTWARE CORP.

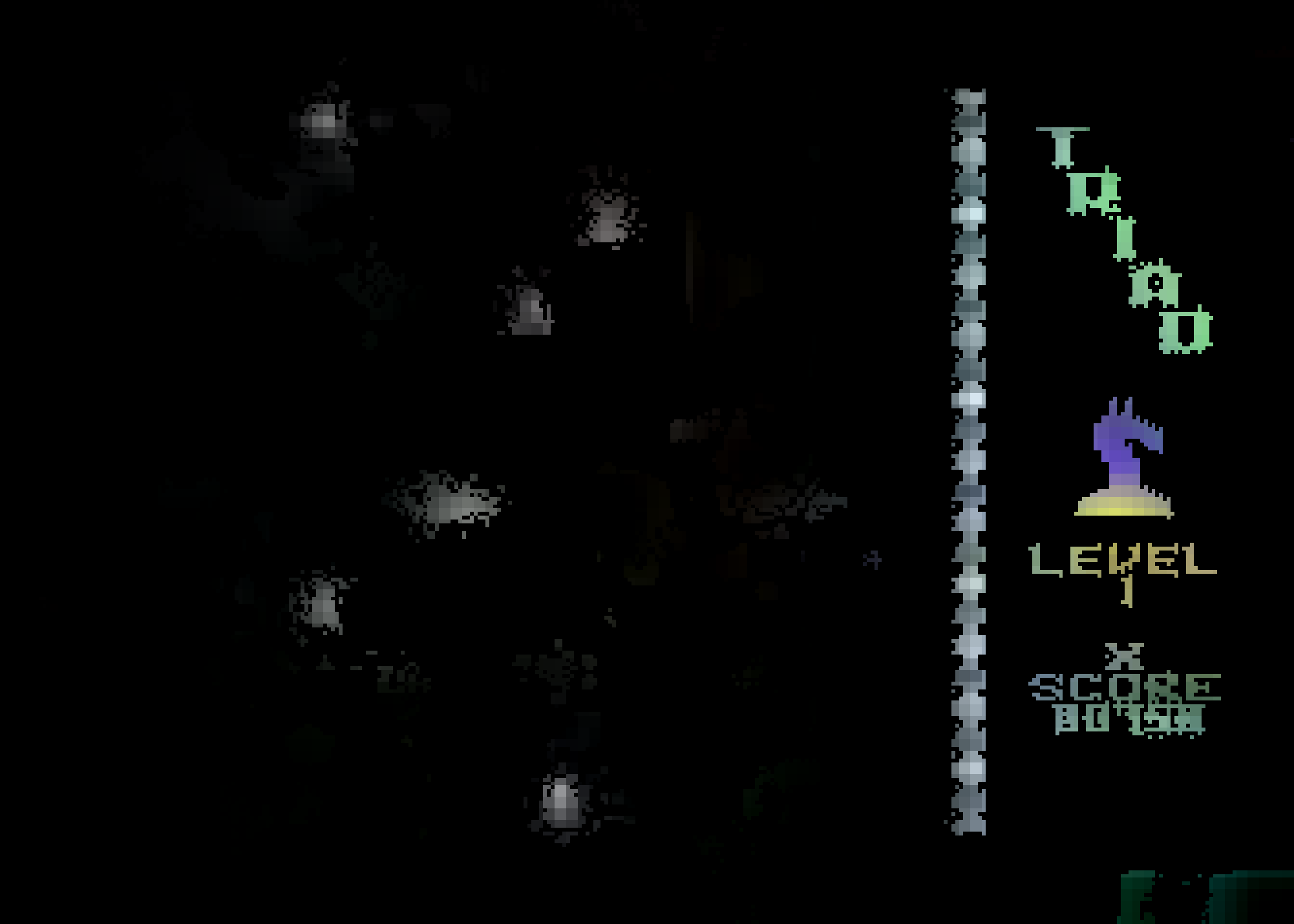
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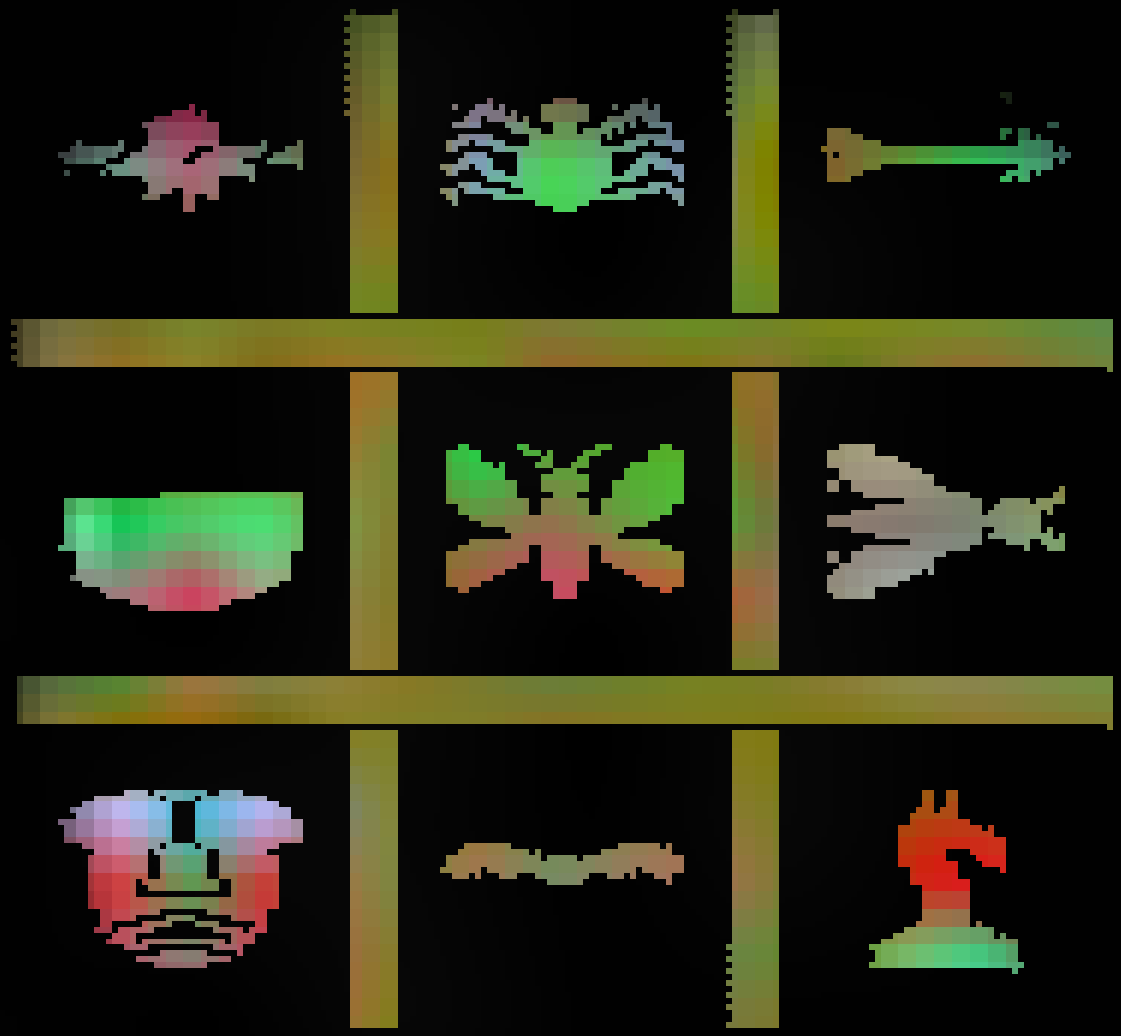

x2


x2


TRANSMUTER
©1987
ALL TIME GREATS
SIOUXSIE 005000
KITTEN 004500
SIGGY 004000
MYSTAN 003500
CARBY 003000
ZORRO 002500
IONEN 002000
JAMES 001500
MADELEINE 001000


TRIAD
LEVEL
1
SCORE
0010


TRIAD
LEVEL
1
SCORE
BOSS

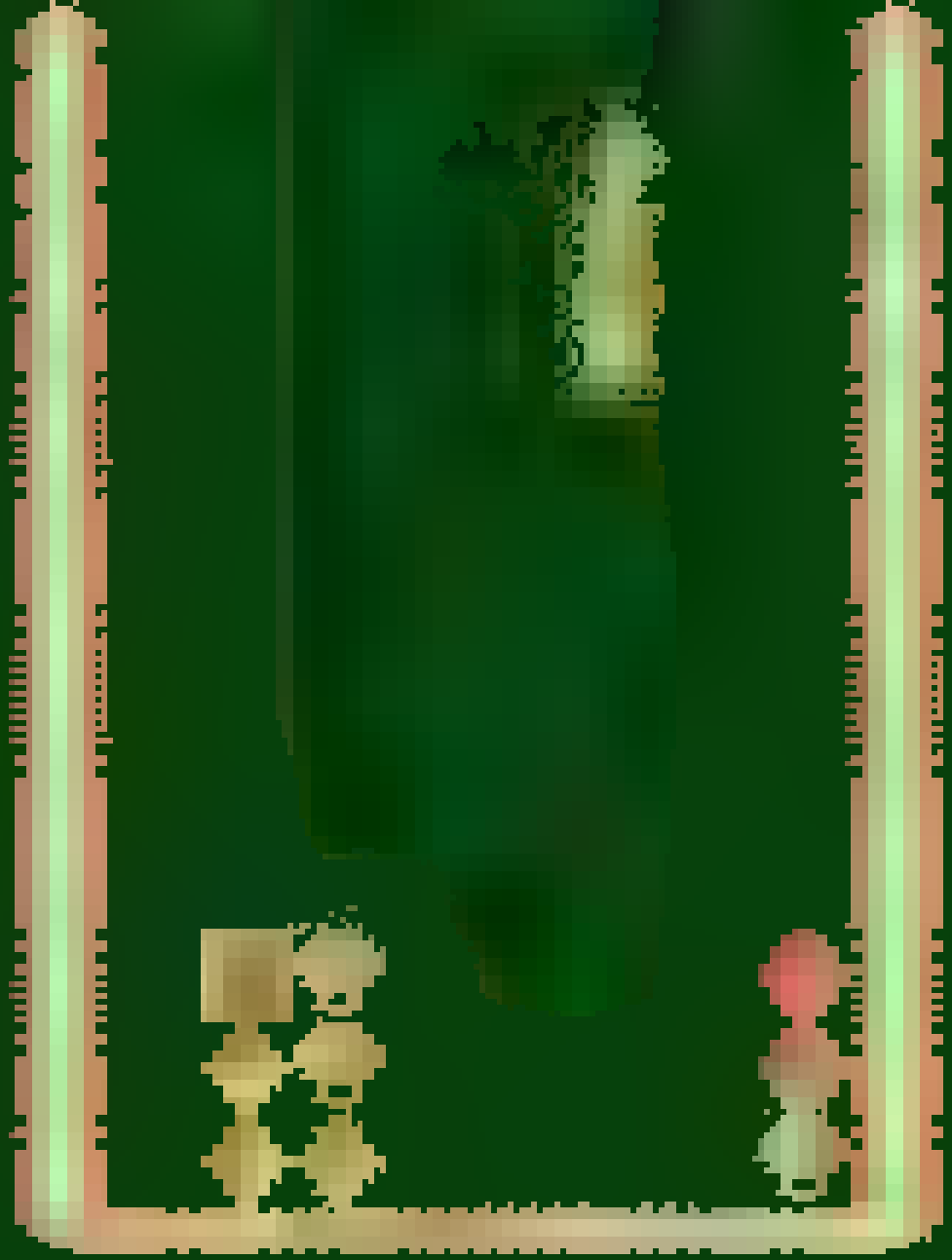


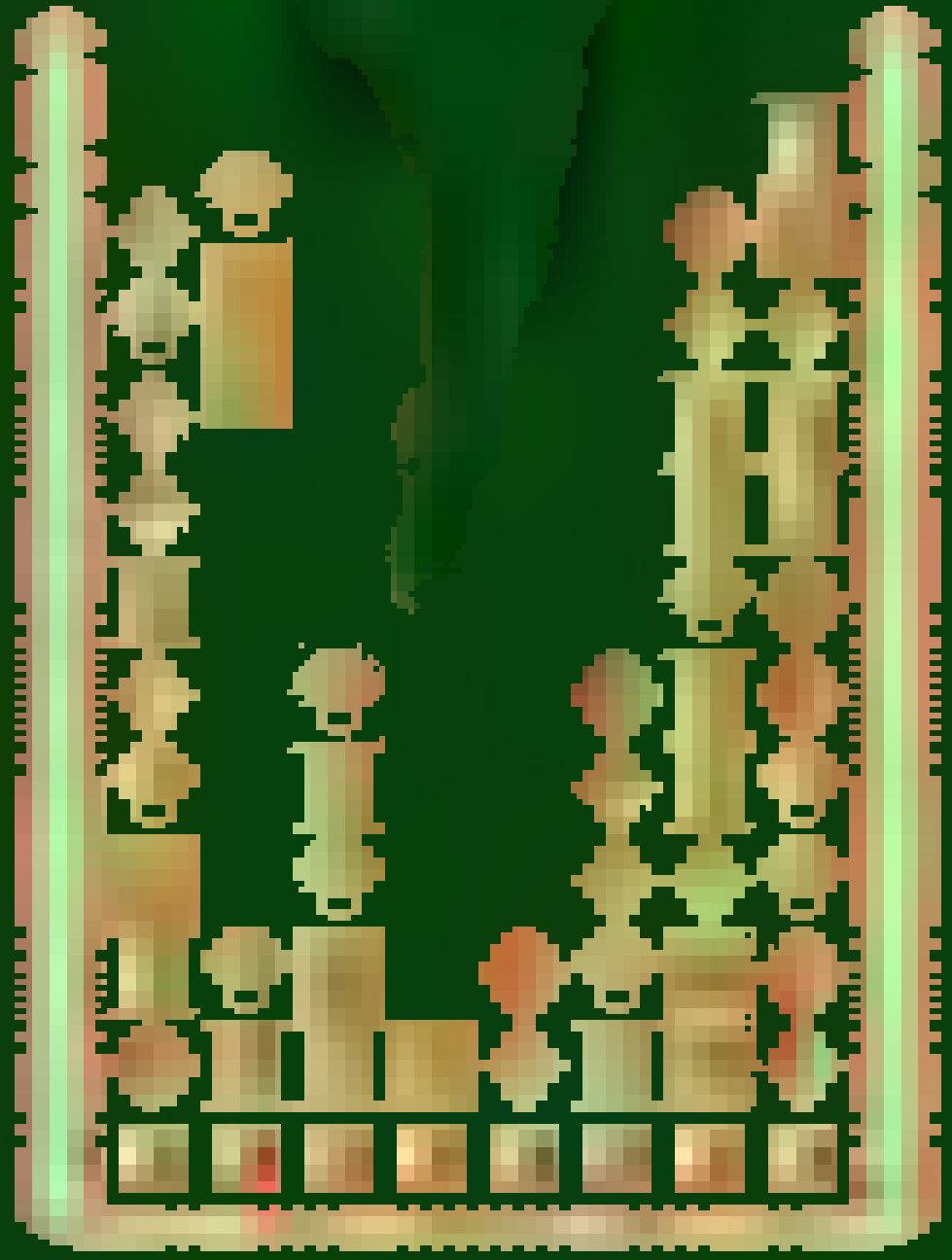
BY
ED HOBBS

TRIAD

HIGH
SCORE
03685

»
SCORE
03685







WYNIK
00840

POZIOM
001

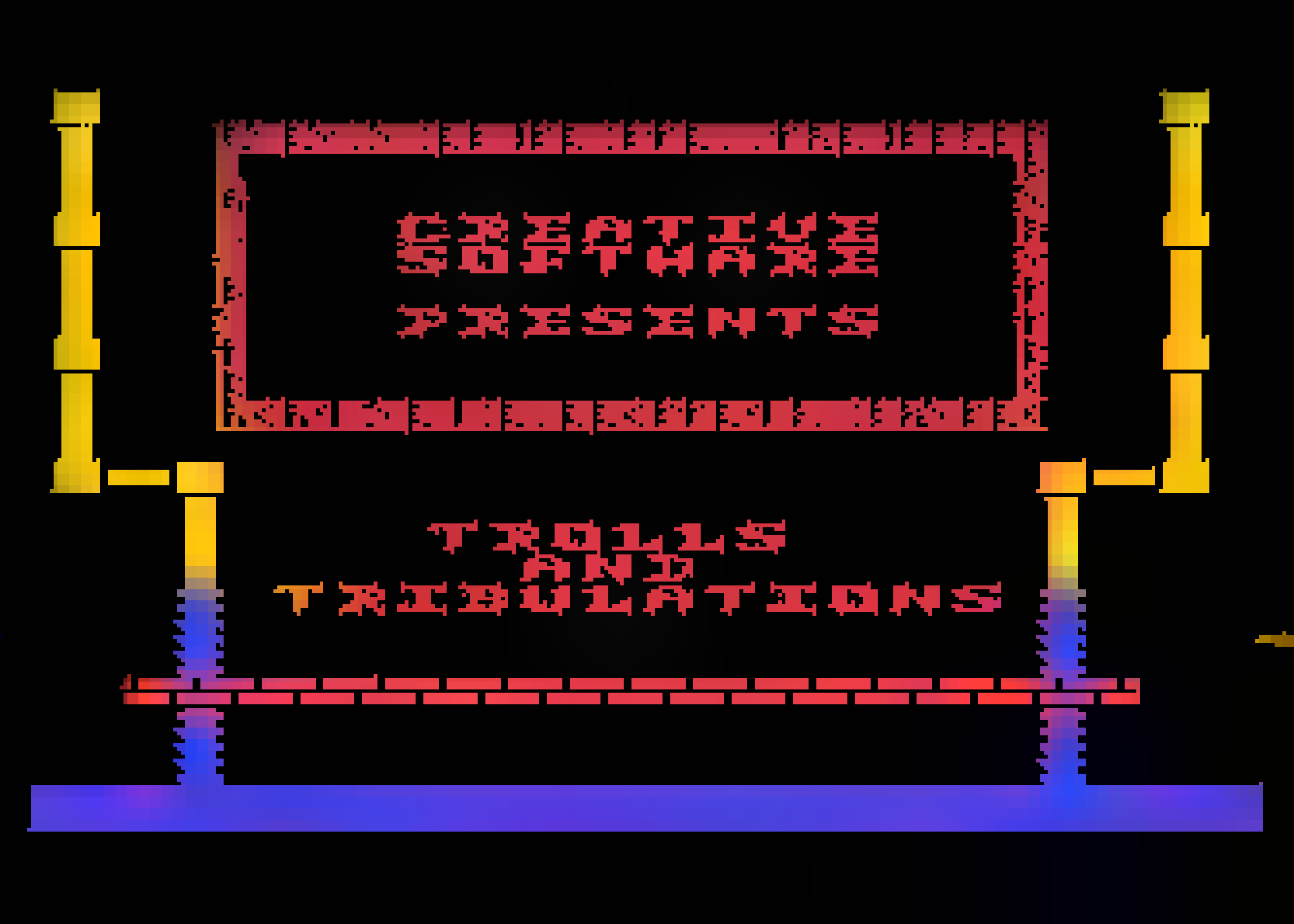
BLOKI
0061

lewo, dół. Dowolny klawisz powr

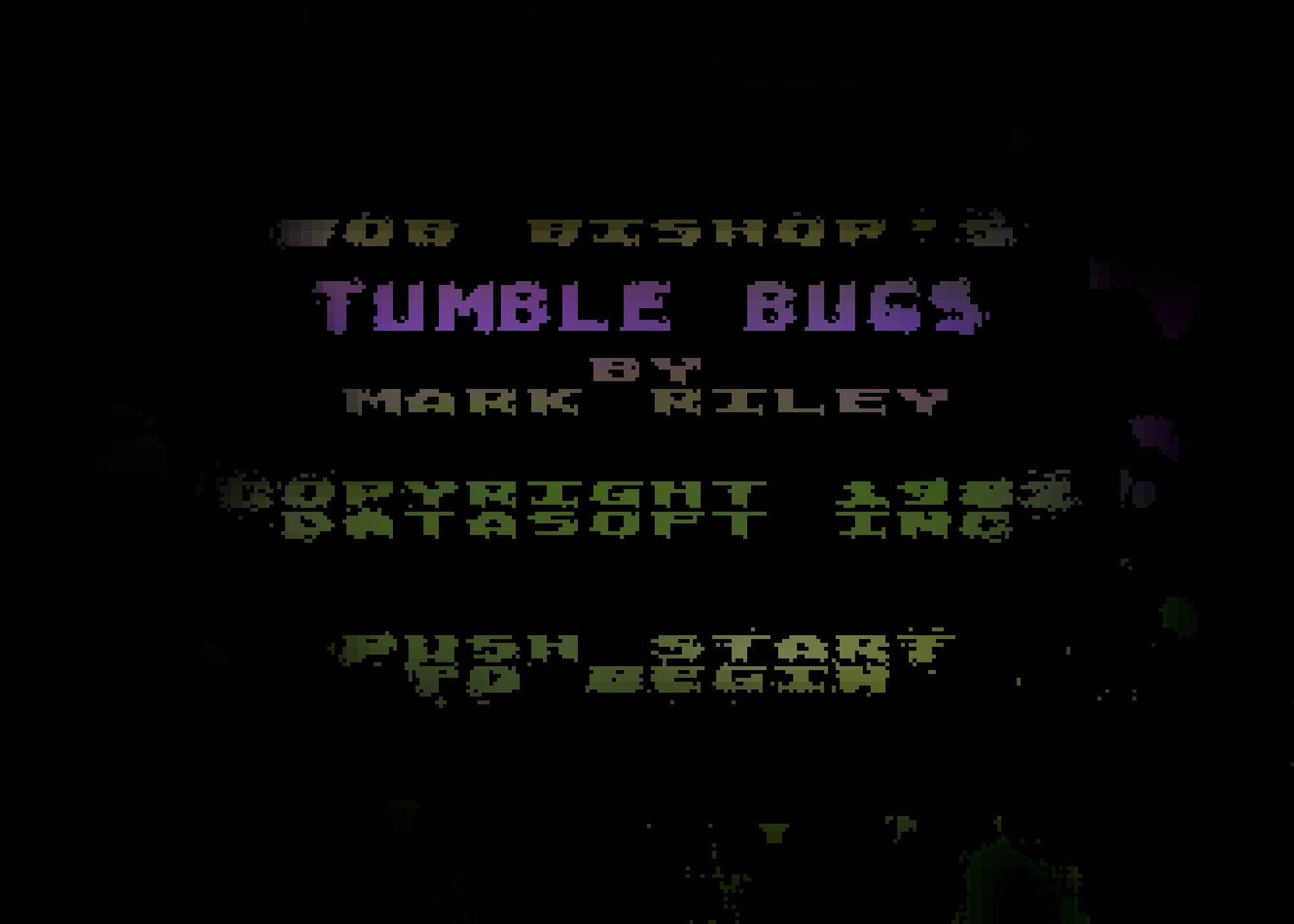

START
GBA


000050 H
LEVEL 1
HAZE 1

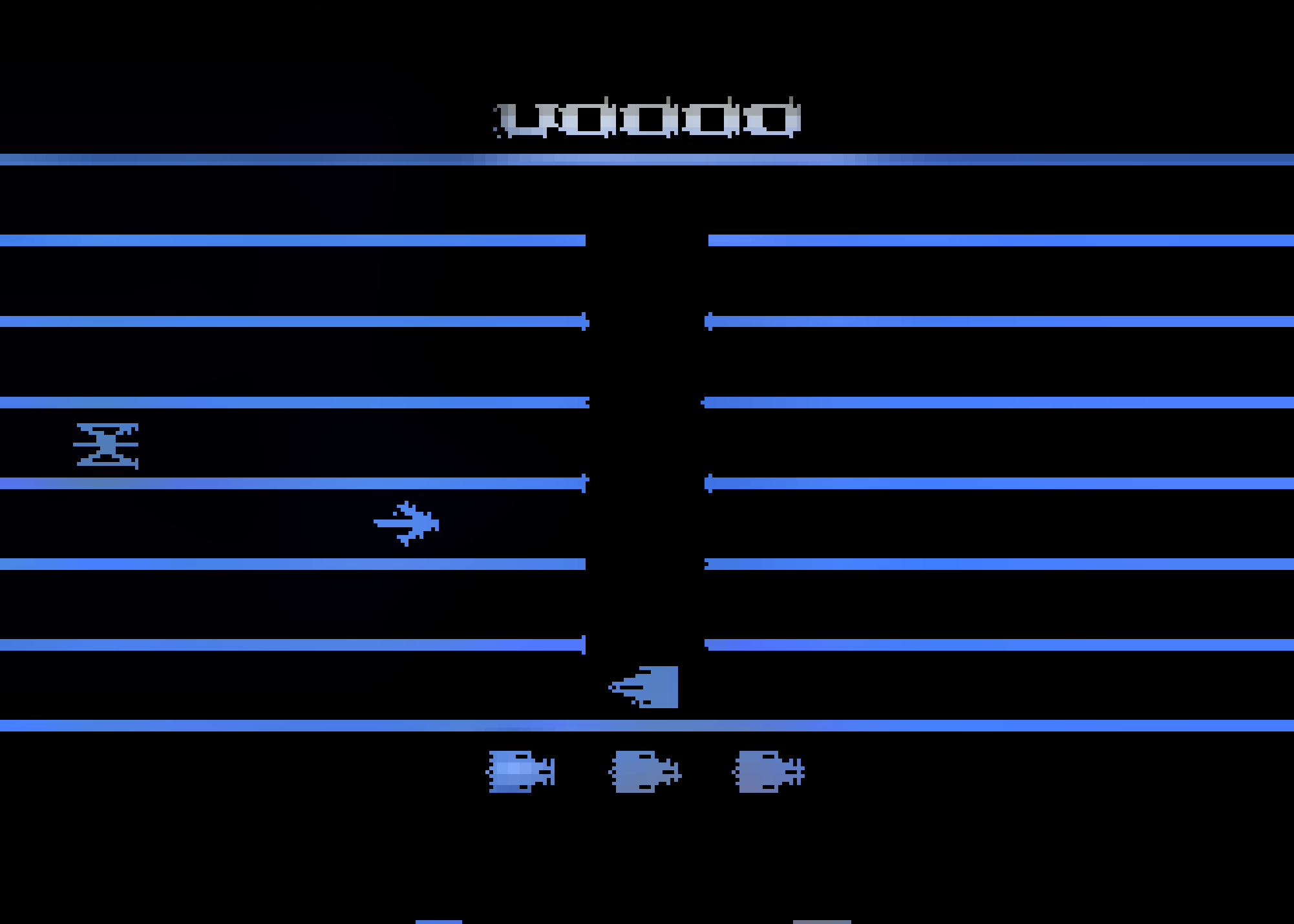

PRESS FIRE
BUTTON TO
BEGIN GAME
1
2
3


SEPTANKE
PRESENTS
TROLLS
AND
TRIBULATIONS

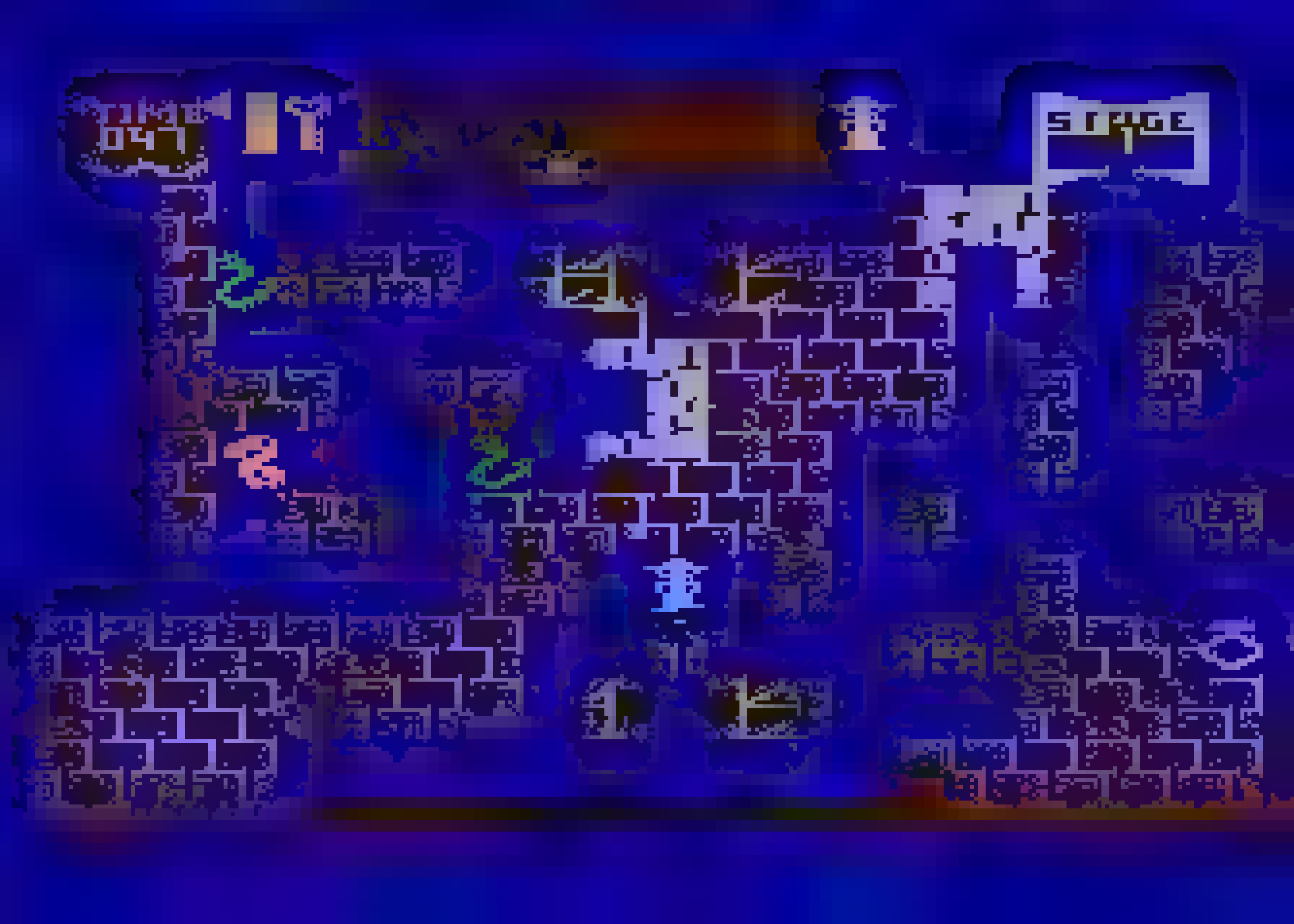

TIME: 00:10
SCORE: 287

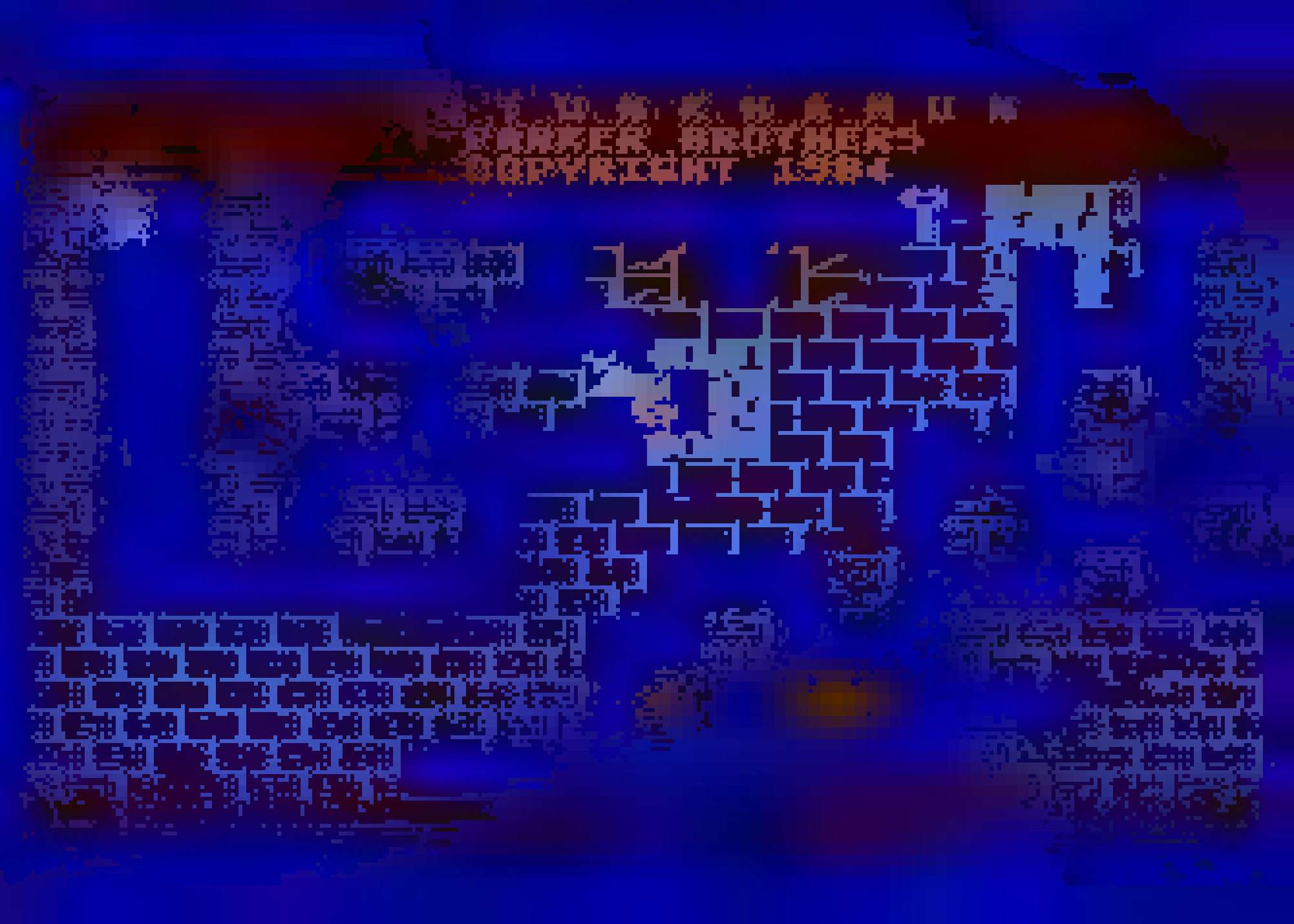

TUMBLE BUGS
BY
MARK RILEY
PUSH START
TO BEGIN

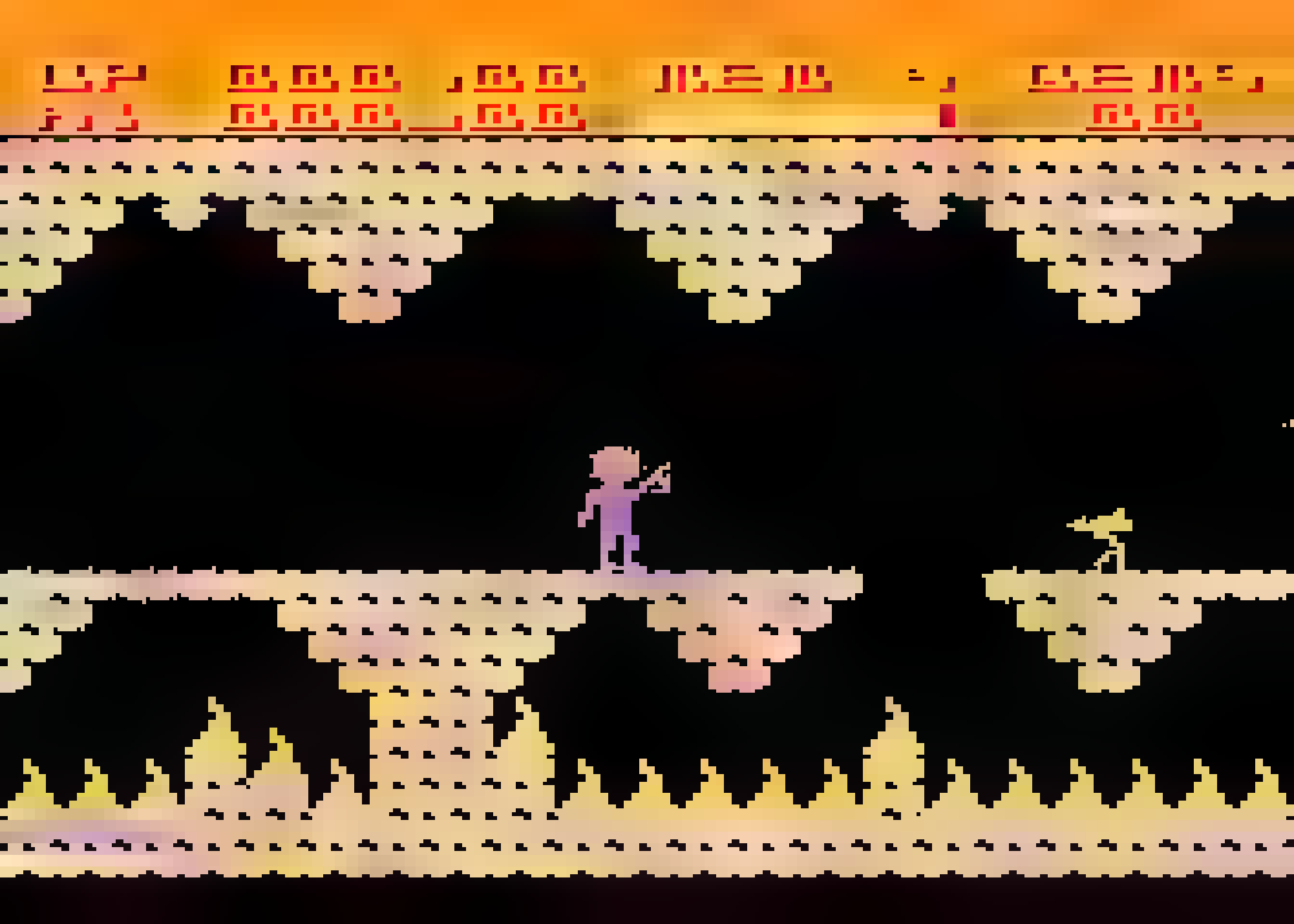

TUMBLEBUGS

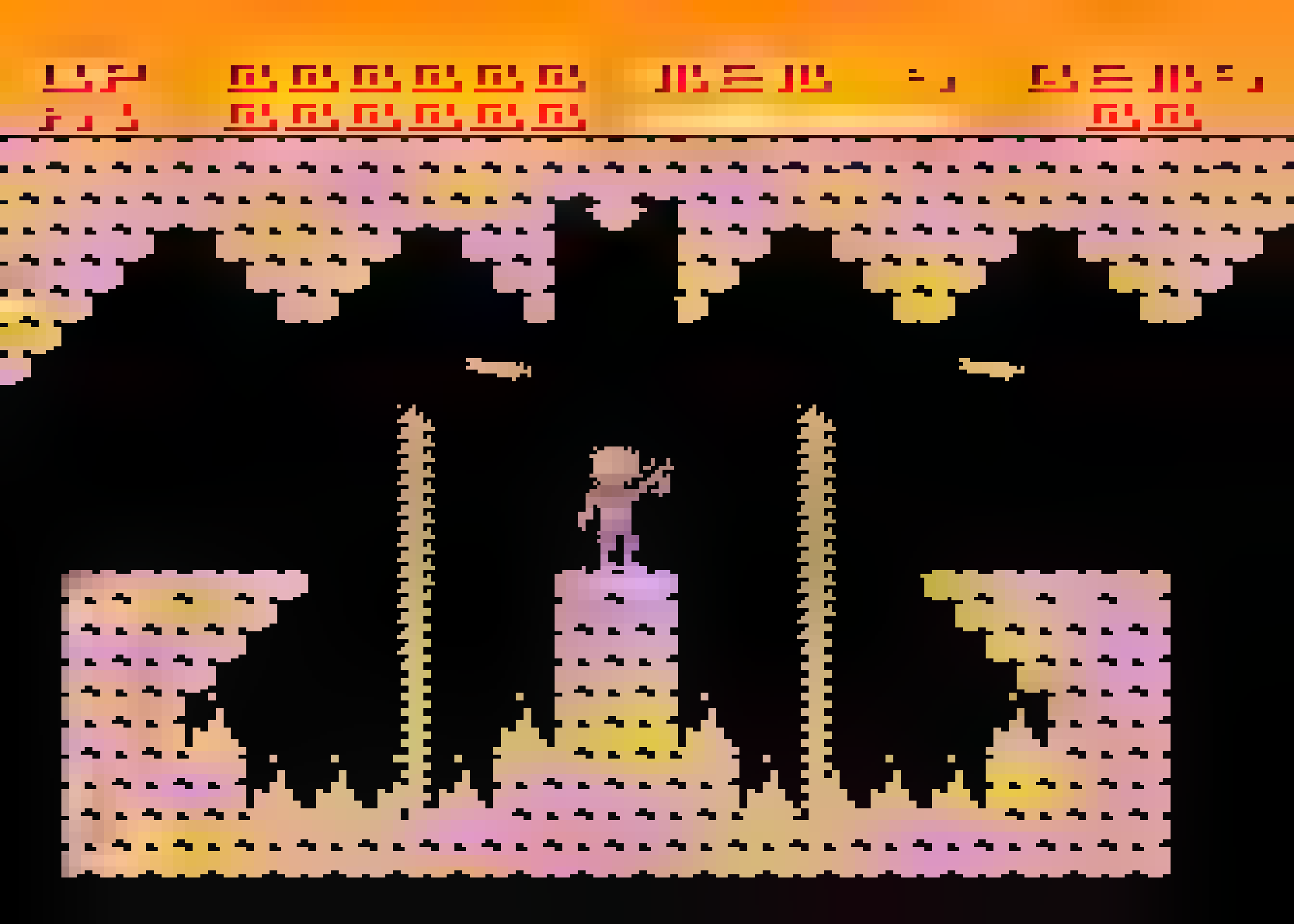



TURMOIL

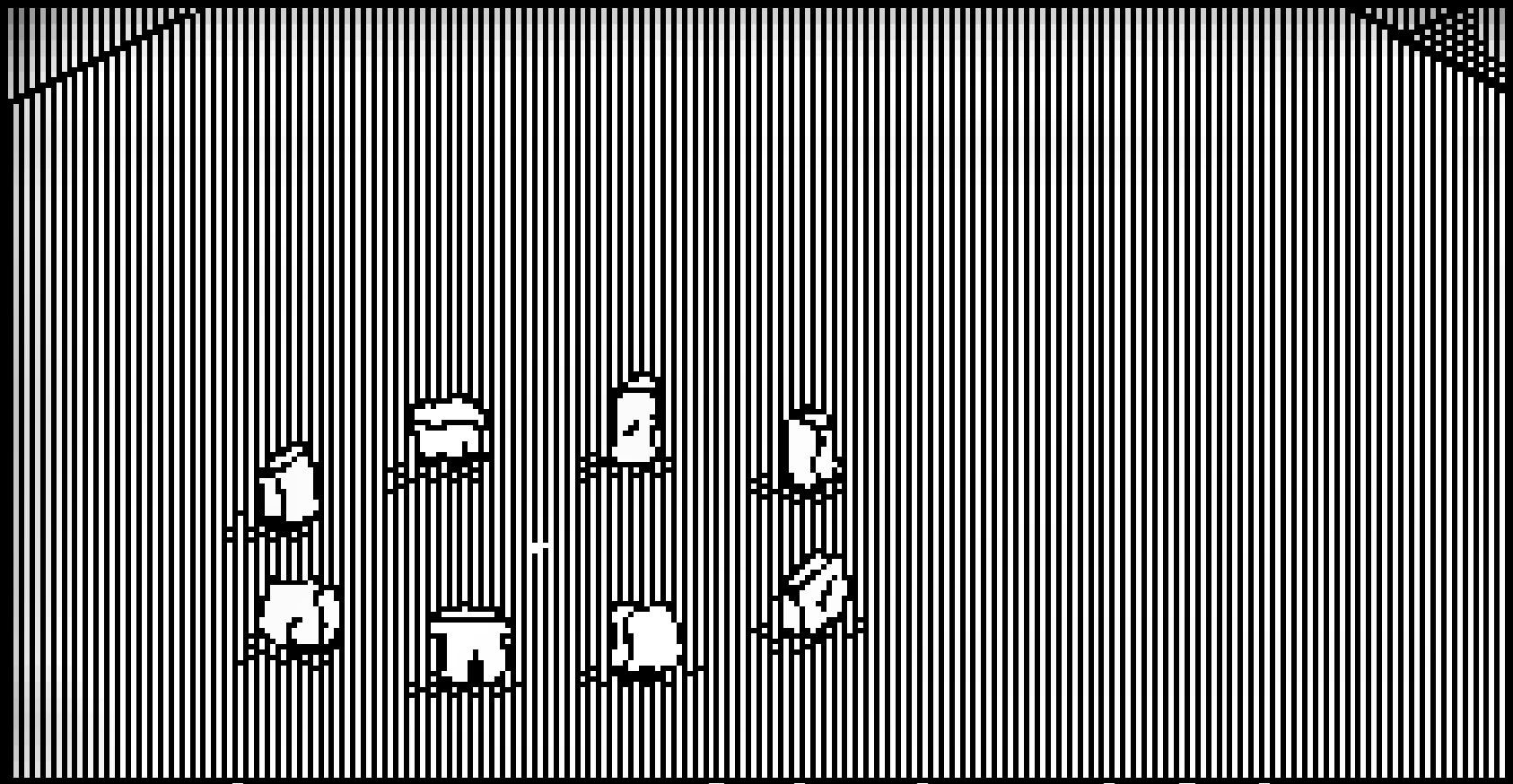

TIME
047
STAGE


WARNER BROTHERS
COPYRIGHT 1984

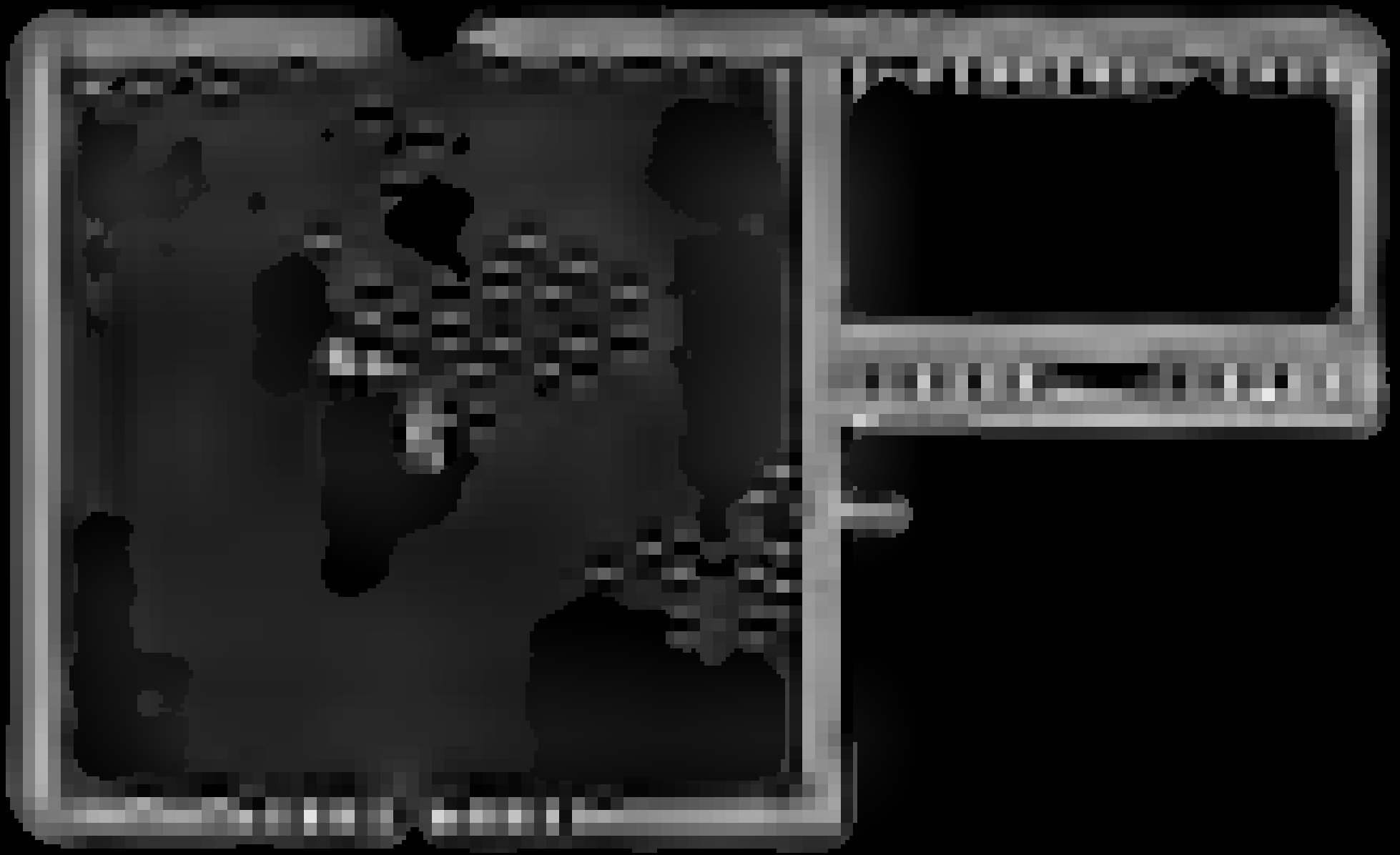




Hello World

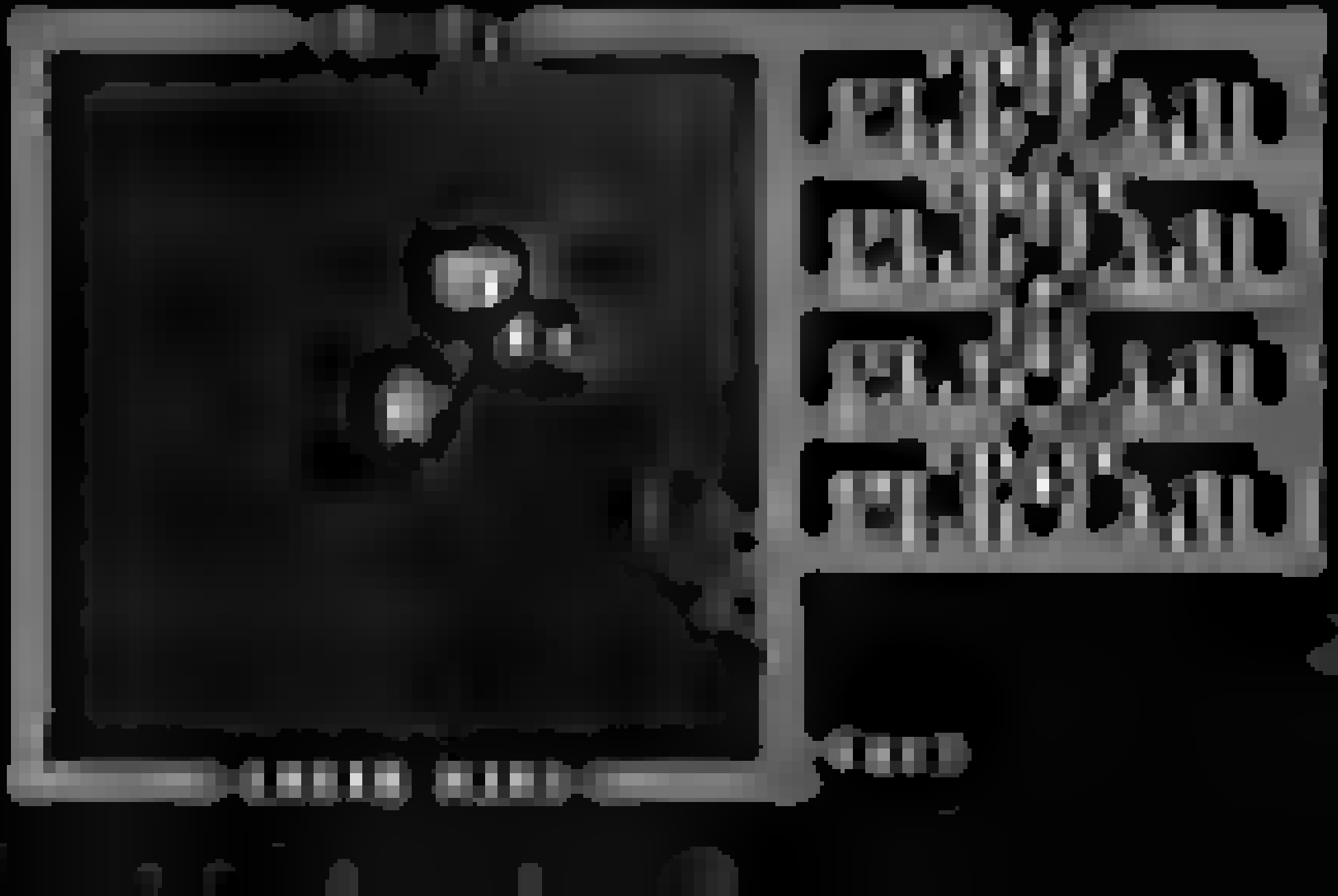


You pick up an amulet shaped like a cross with a loop at the top. It is an Ankh, the sacred symbol of life and rebirth. But this could not have made the thud, so you look again and find a large book wrapped in thick cloth!




Ultima IV


Exodus



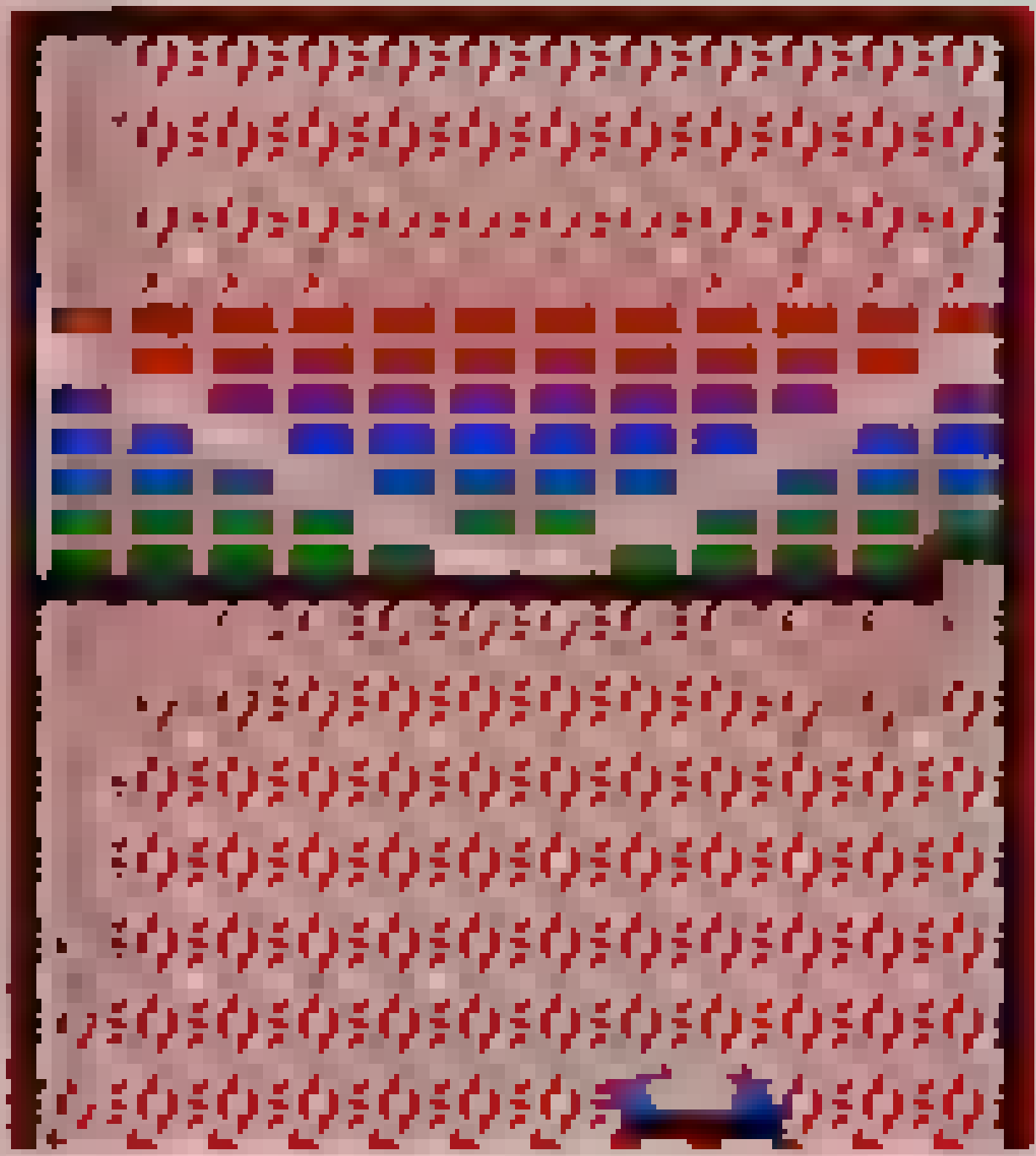
Exodus

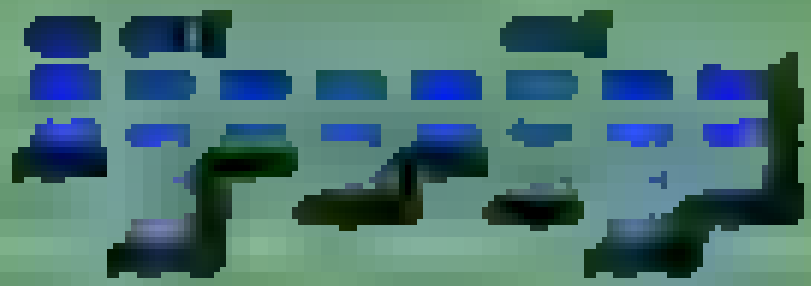
Ultima III

by *Lord British*

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UNICUM 2

OPTION : 1 SPIELER
SELECT : ANFAENGER
START : LEVEL 1

HIGHSCORE:######## PUNKTE

JOYSTICK IN PORT 1 ODER PORT 2

UNICUM

OPTION : 1 SPIELER

[illegible] : LEVEL 1

— DRUECKE FEUERKNOPF —

HIGHSCORE:00000000 PUNKTE

[illegible]

OPTION+SELECT=BOOT/START=RESTART



Written By

William G. H. Lesiw

and

Thomas R. Carbone

Atari Version By

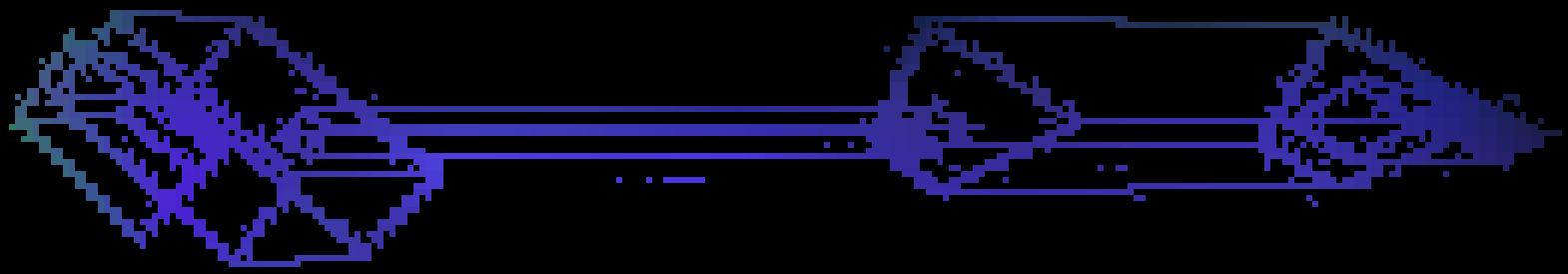
William G. H. Lesiw

and

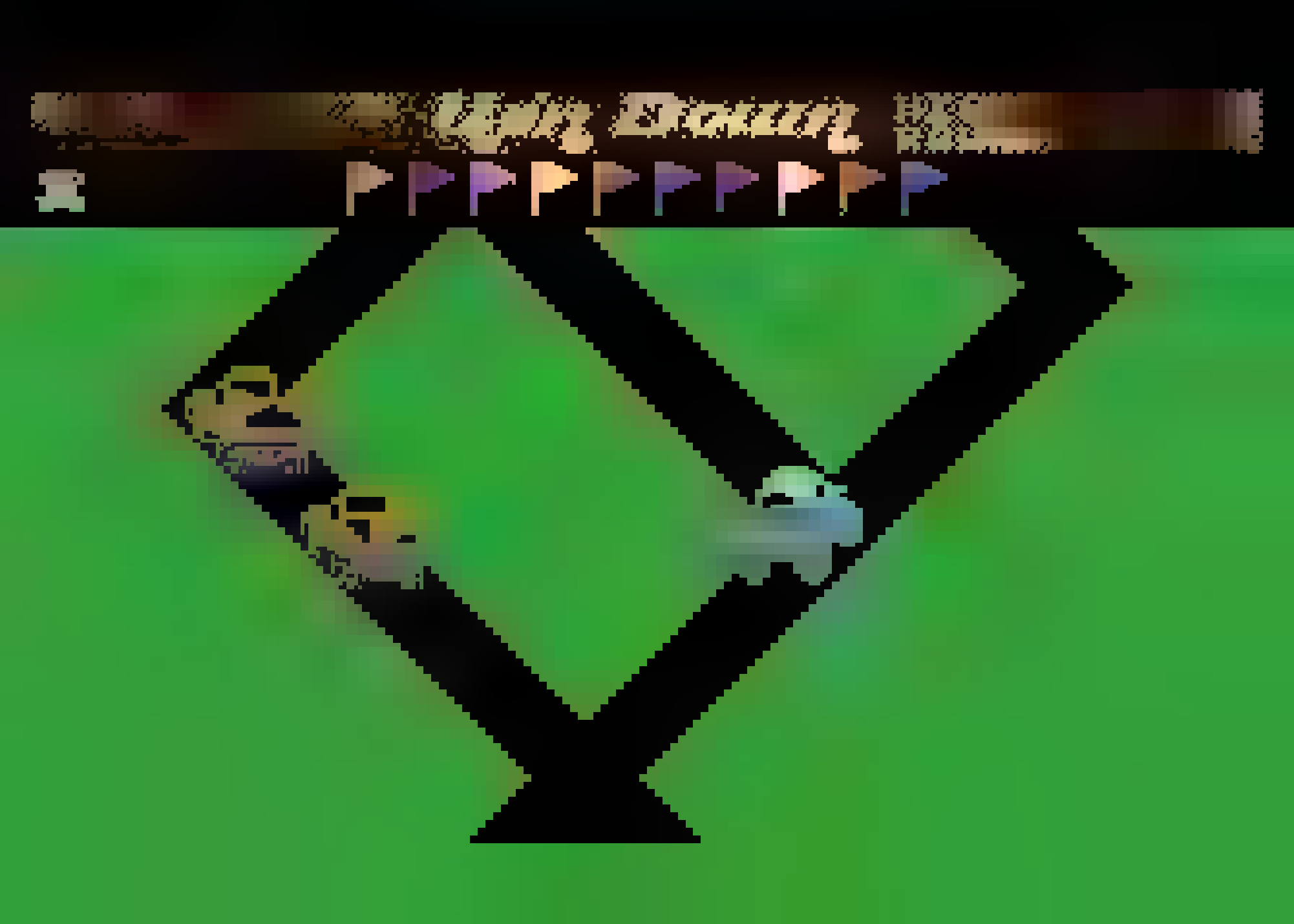
Thomas R. Carbone








BUNTAINO'S
UNIVERSE





Up Down



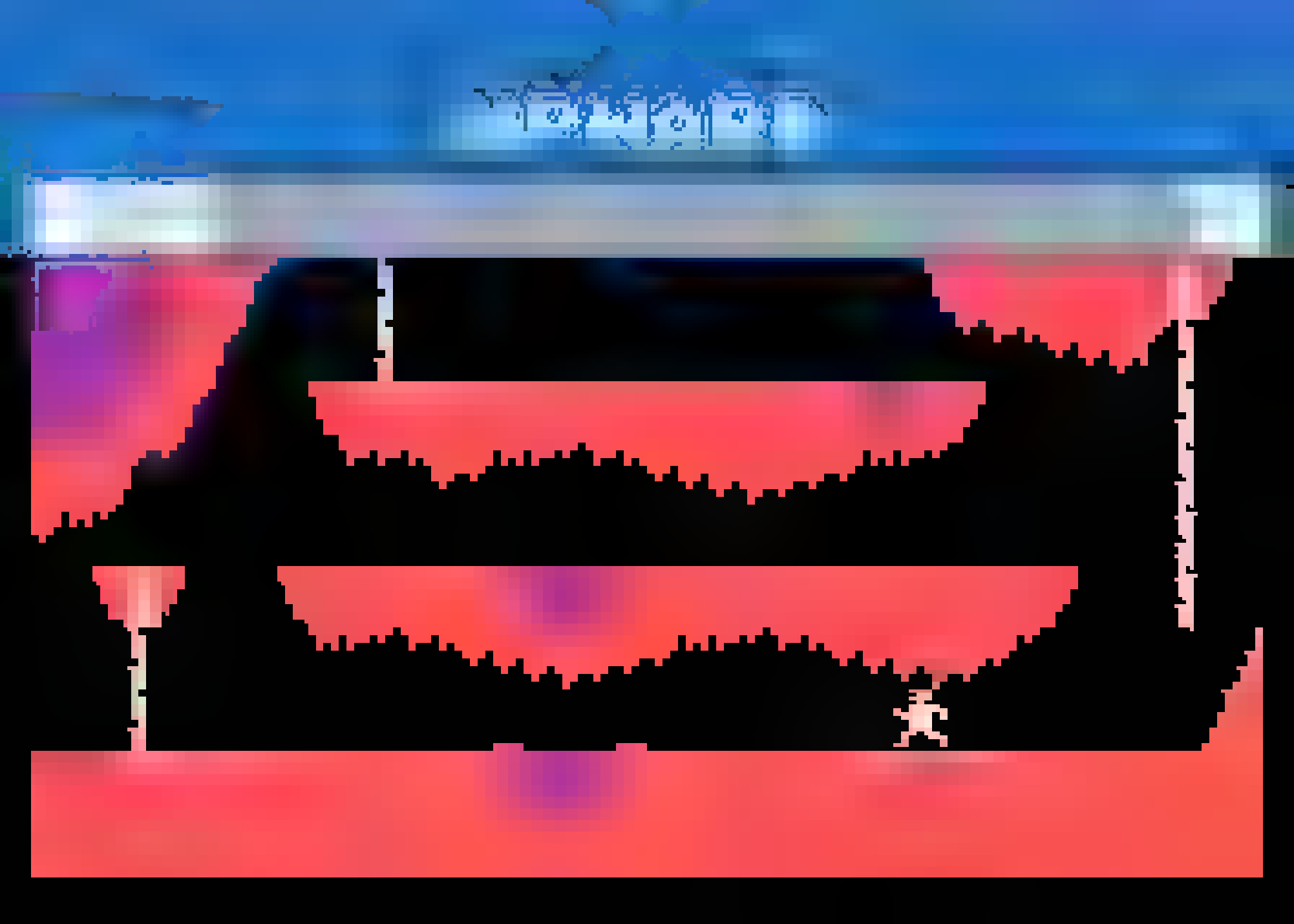

DOG
ROOM NO 3
WOUNDS 100%
FATIGUE 100%
WGT 6 LBS
ARROWS 0
MAGIC AR 0
TOTAL SLAIN
0
3




SCORE 000000 FUEL 050
HIGH 000000 SAND 020
LIVES 5 LEVEL 1


SCORE 00015 FUEL 031
HIGH 00000 SAND 018
LIVES 4 LEVEL 1

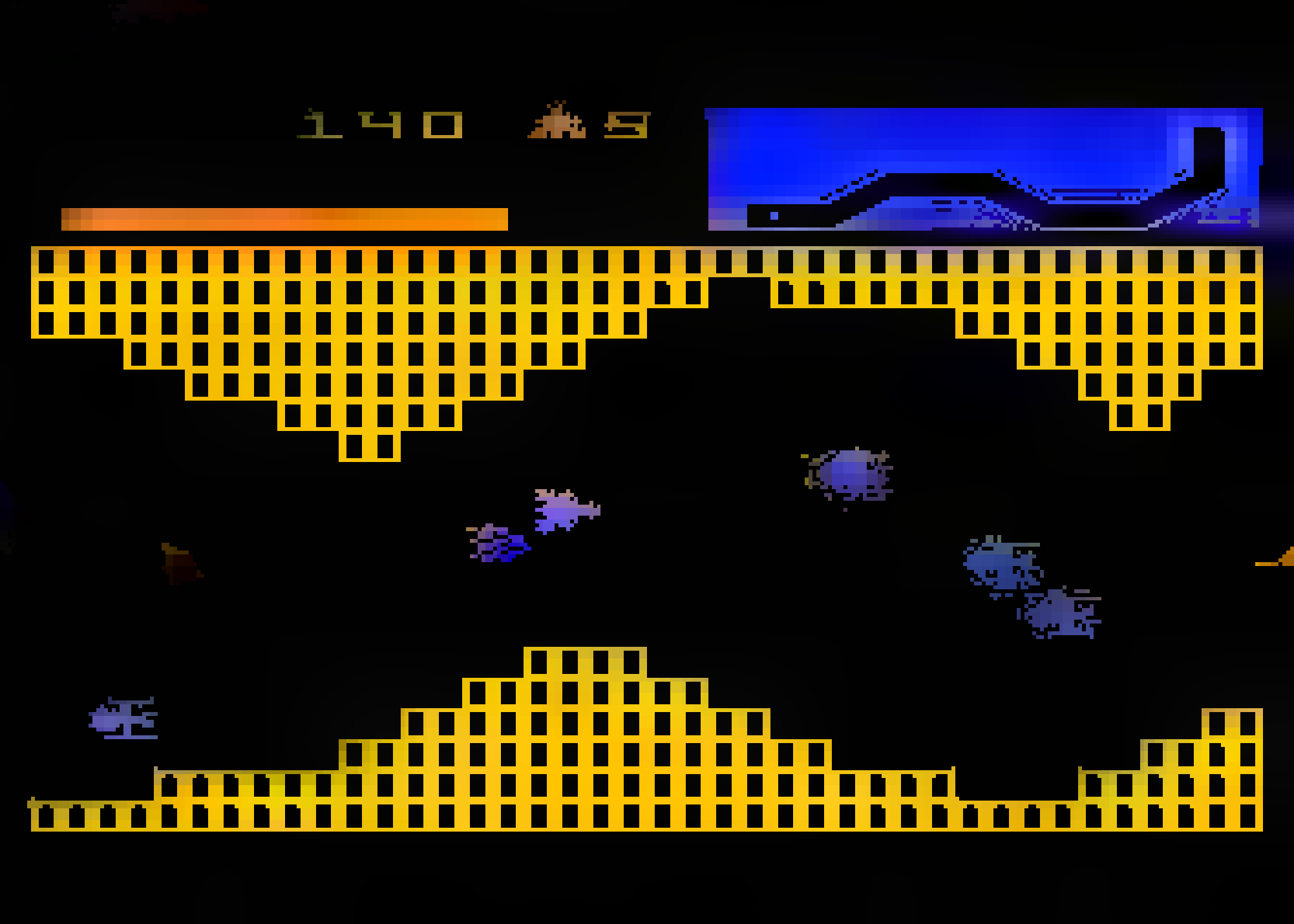

STARGATE SOFTWARE
PRESENTS




JUMP!

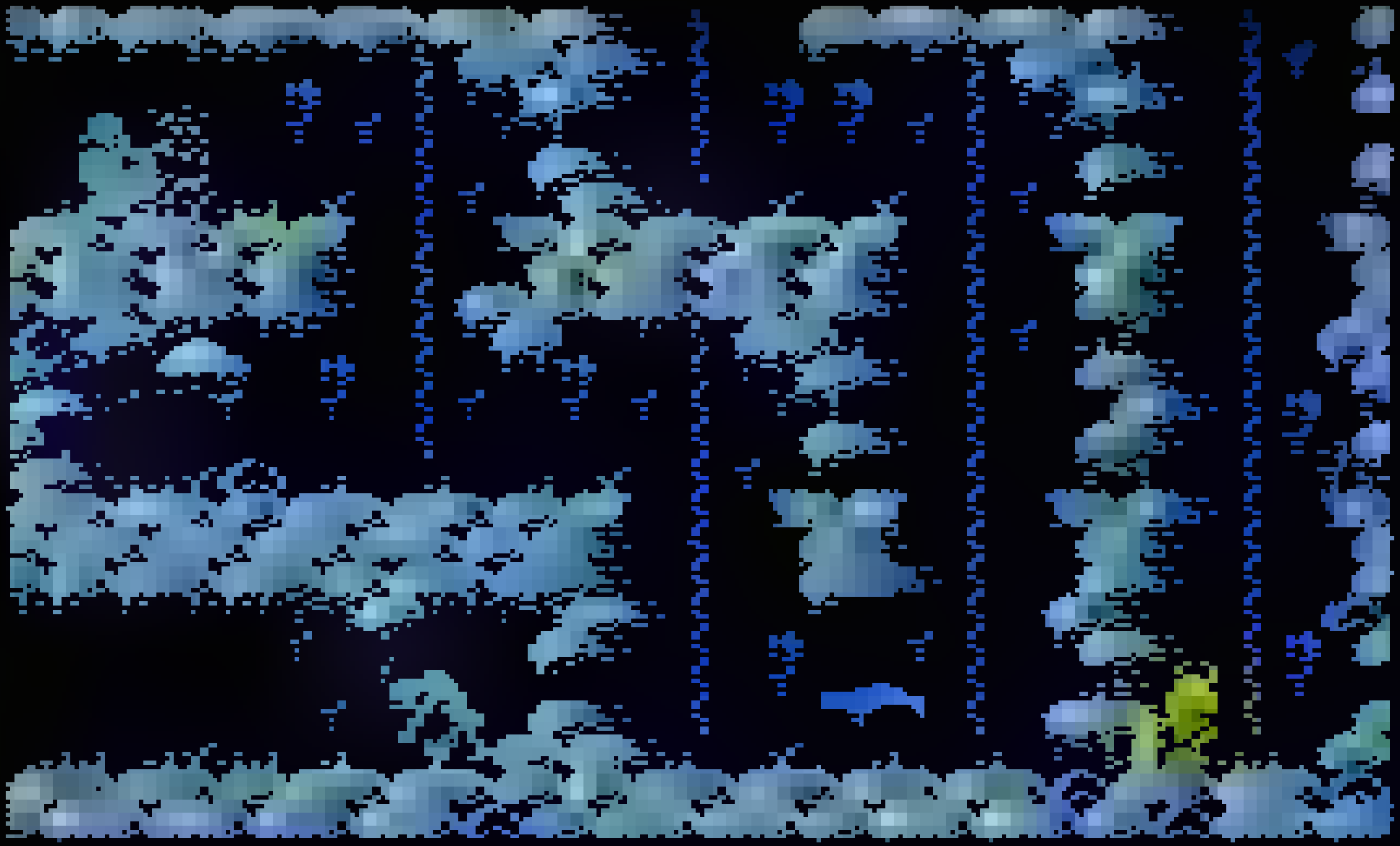

DOCTOR
LEVEL

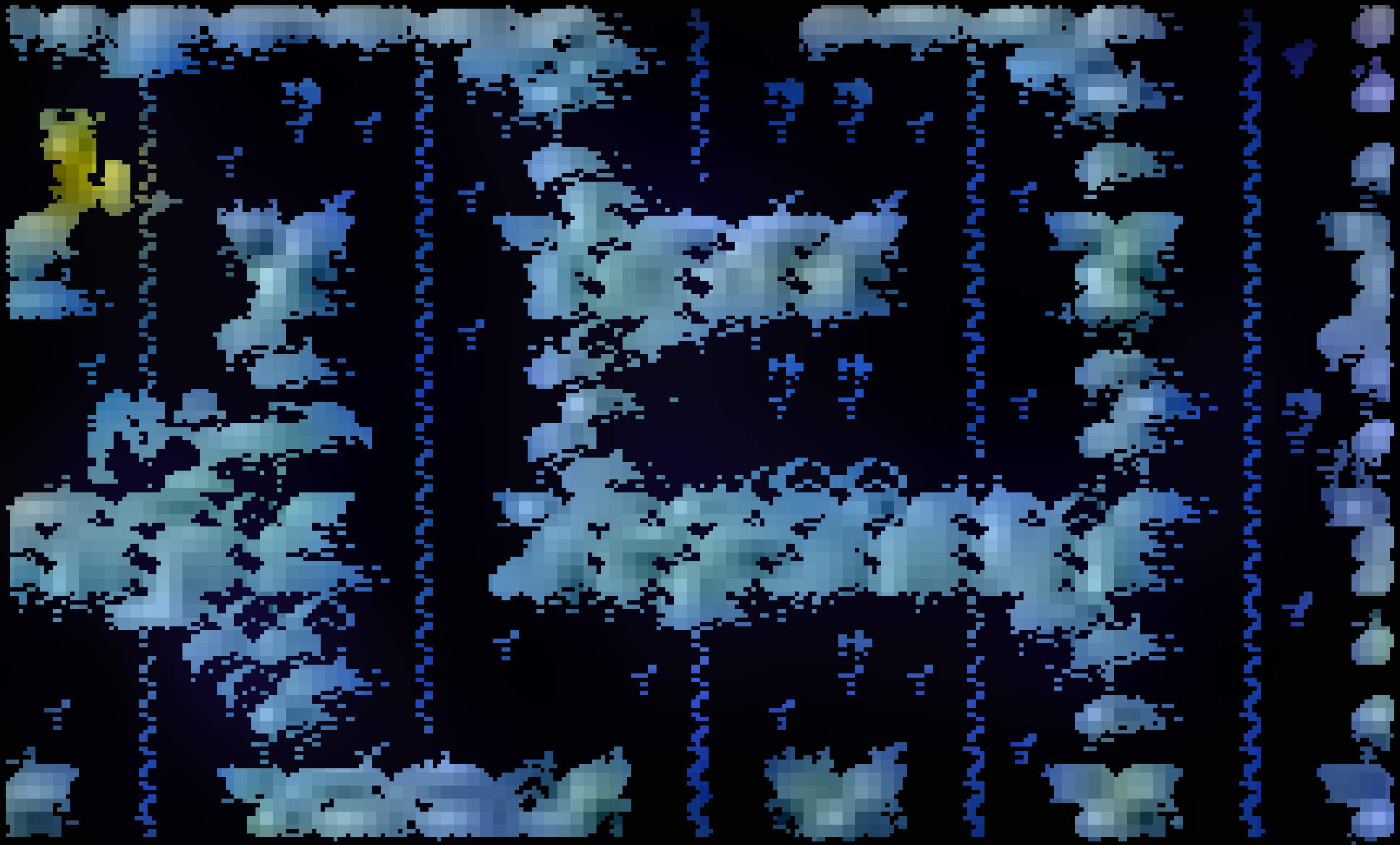

UPWARD
UPWARD


140
5


960
1

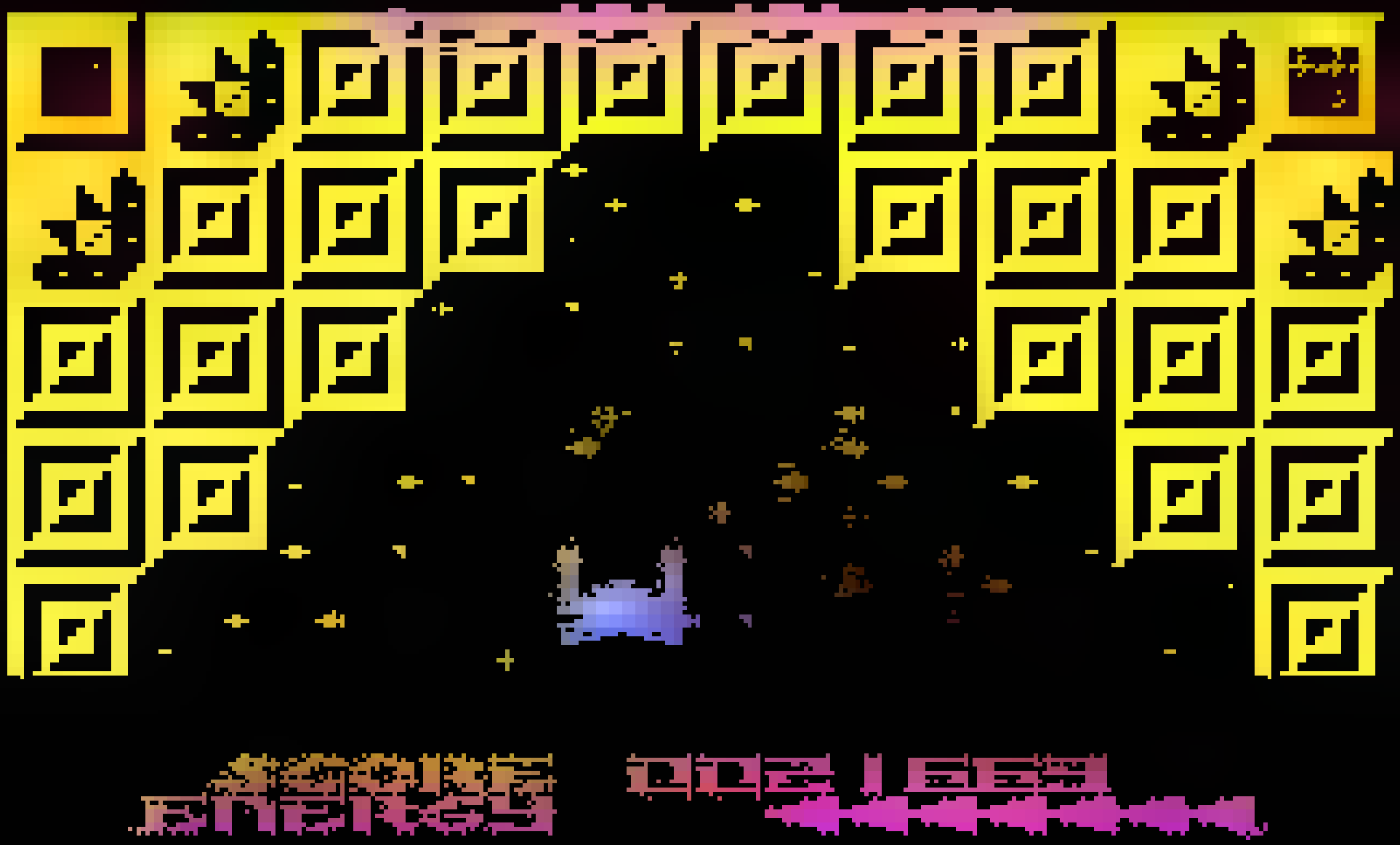

ONE PLAYER
SINGLE FIRE
FAST TUNNEL
TEST ZONE


10
00




Thor
Avalon
1992 r.
PROGRAM: K. LIGIOM
GRAFIKA: M. DIDERA
MUZYKA: K. LIGIOM



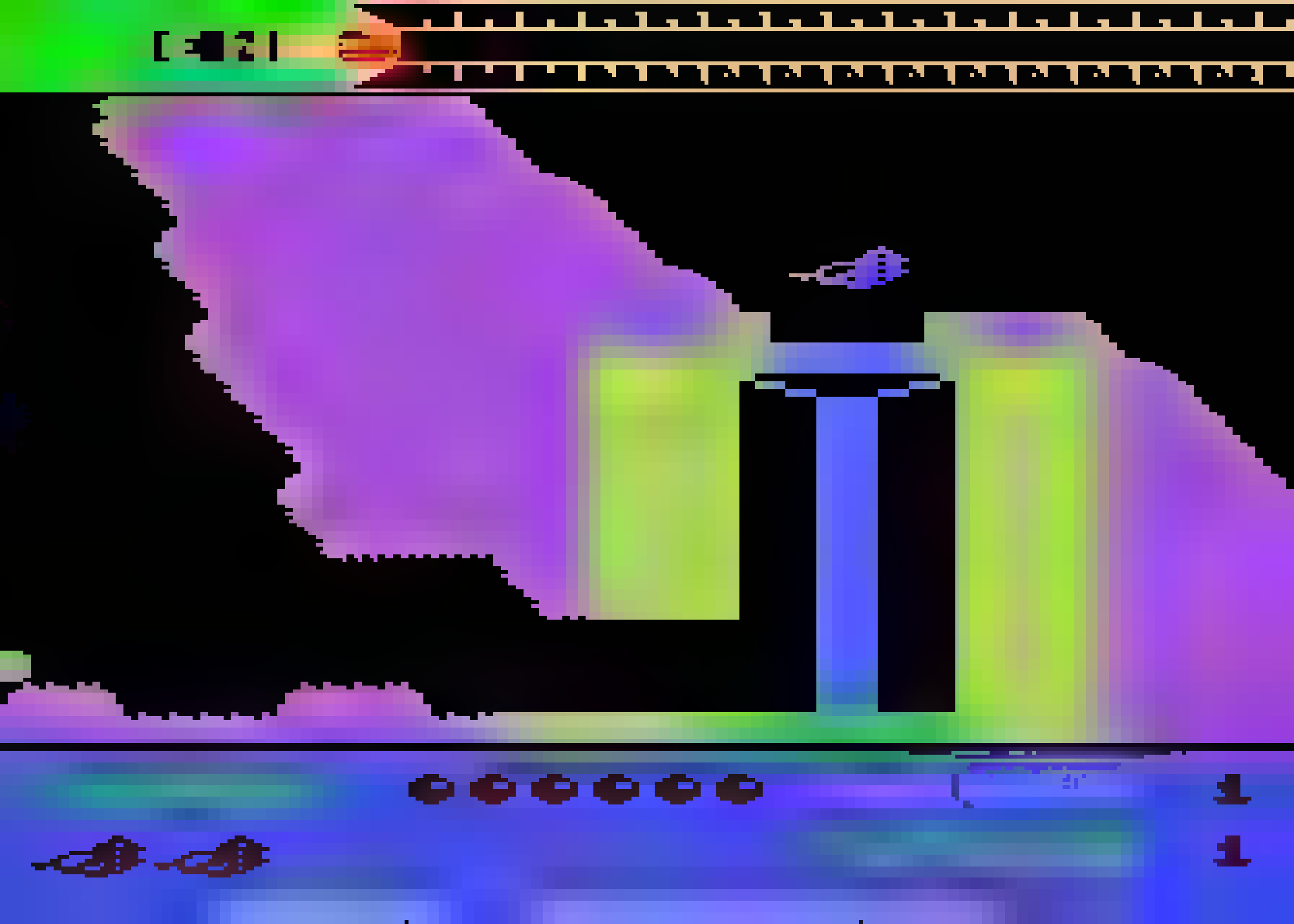


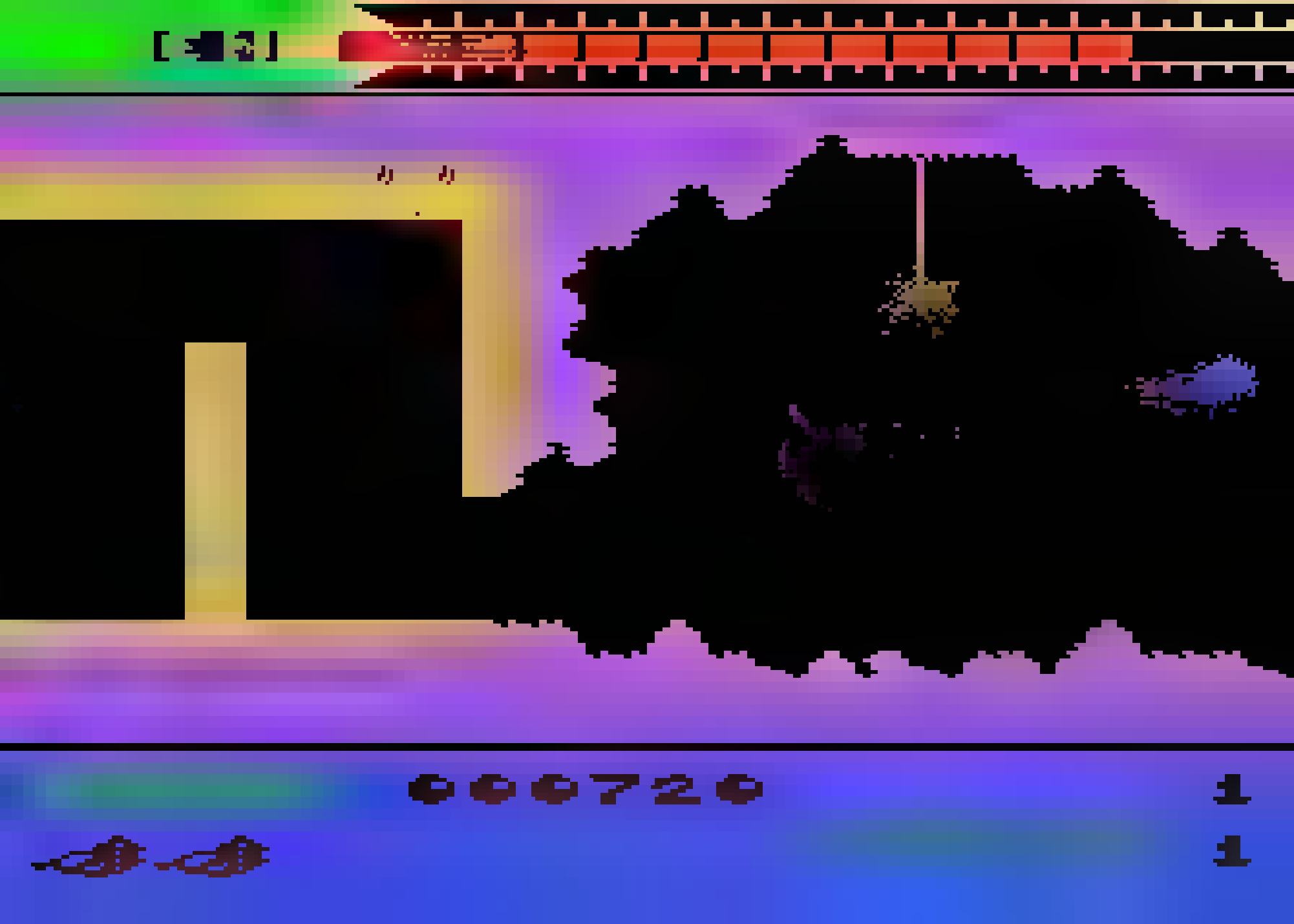

WARHAWK

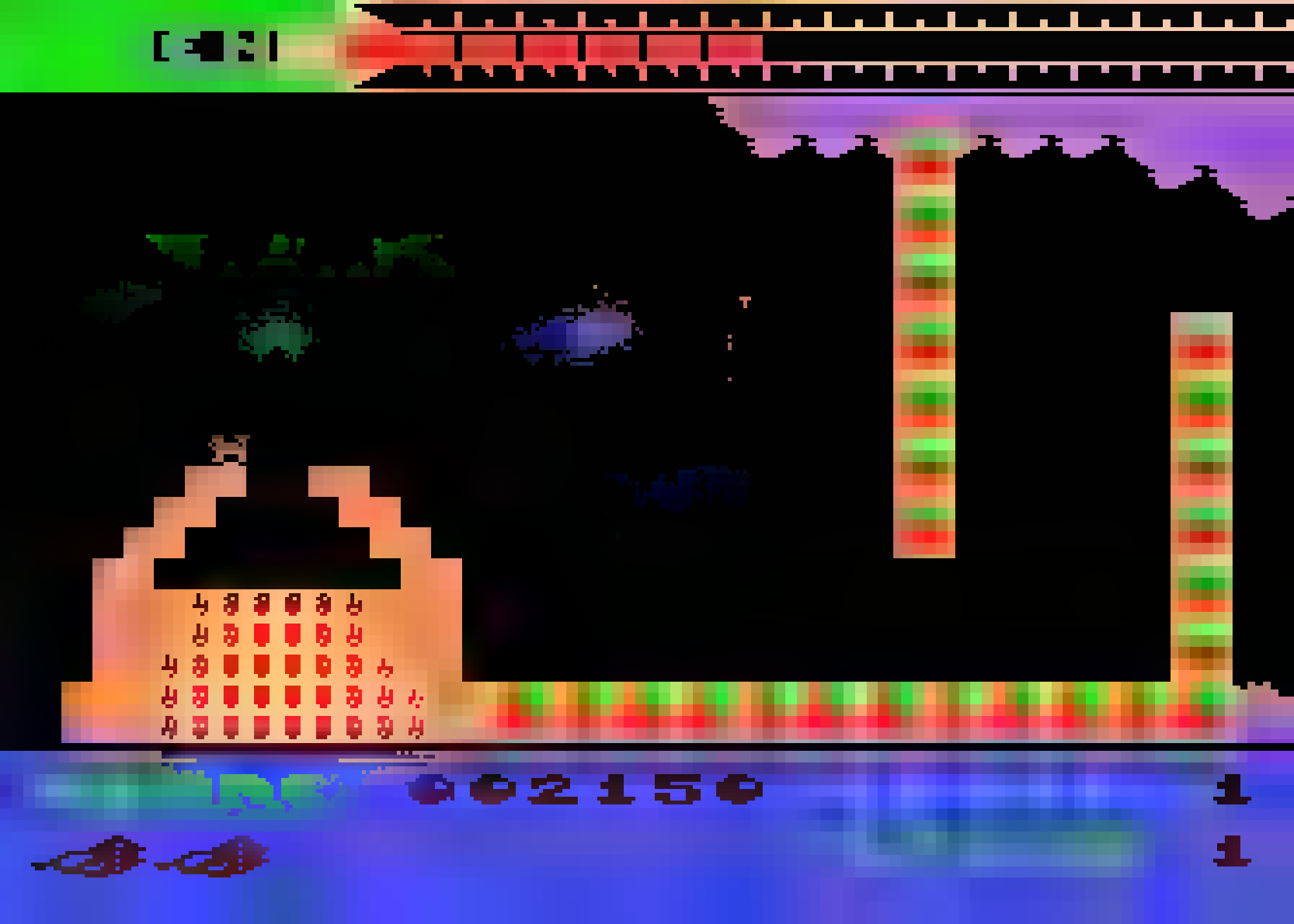


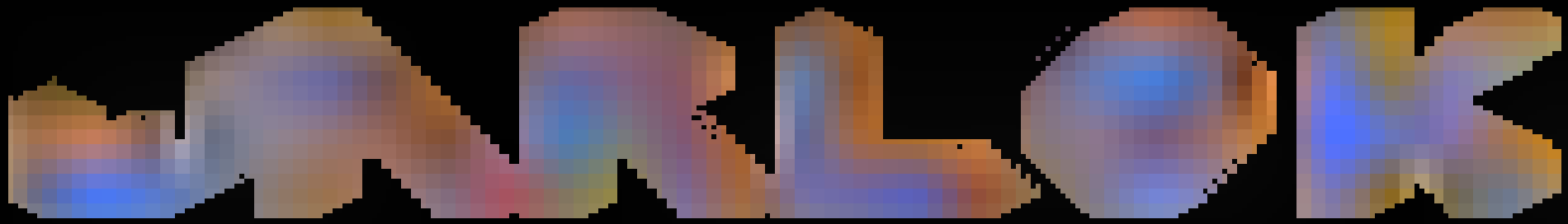







[3]
000720
1
1


000150
1
1



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HIGH SCORE 000000

SCORE 000000

SELECT SKILL 1

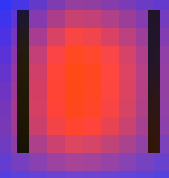
OPTION LEVEL 1

PRESS START TO BEGIN

STEVE RINK NOTTM MICRO CLUB
SCORE-000000 LIVES-03 LEVEL-01



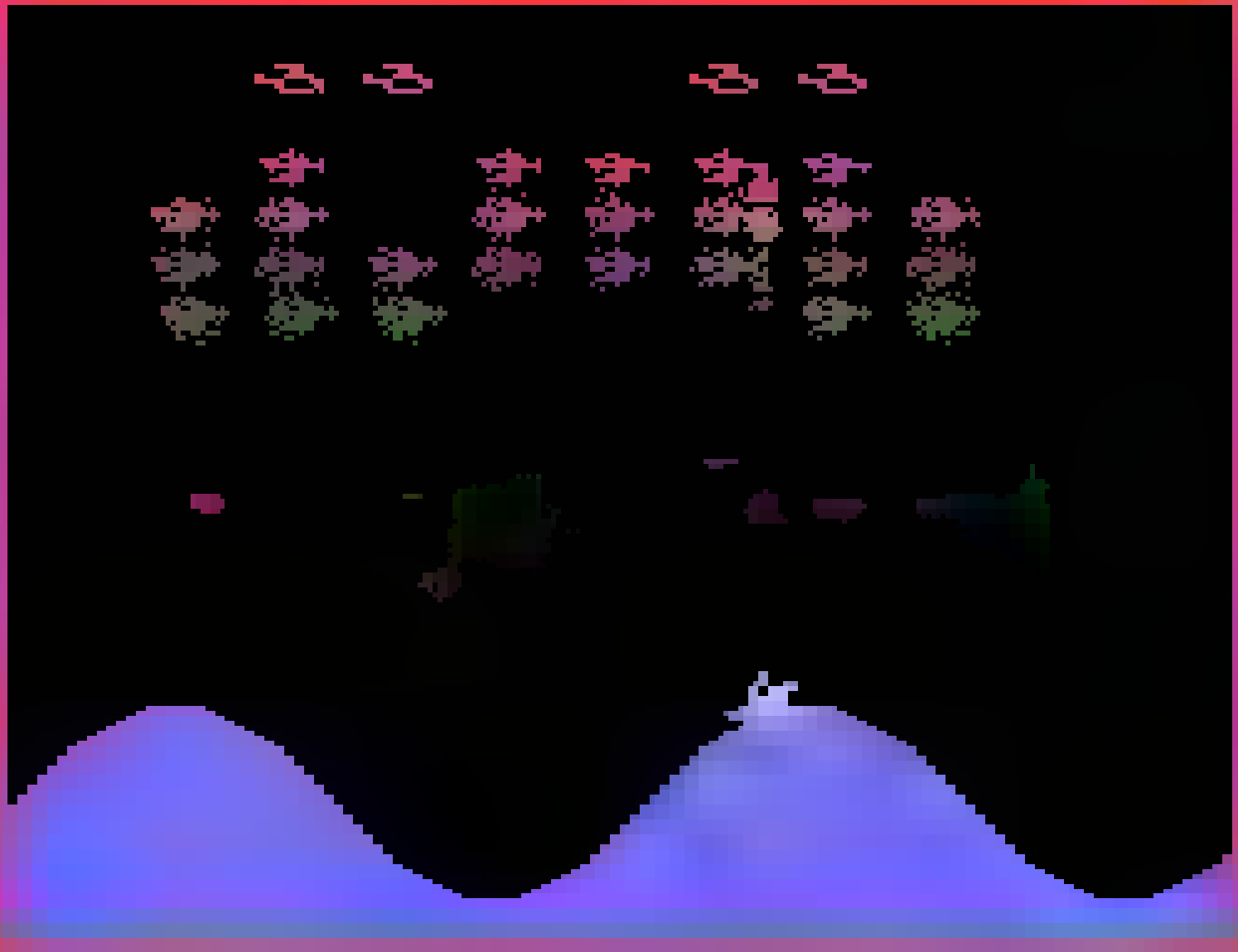


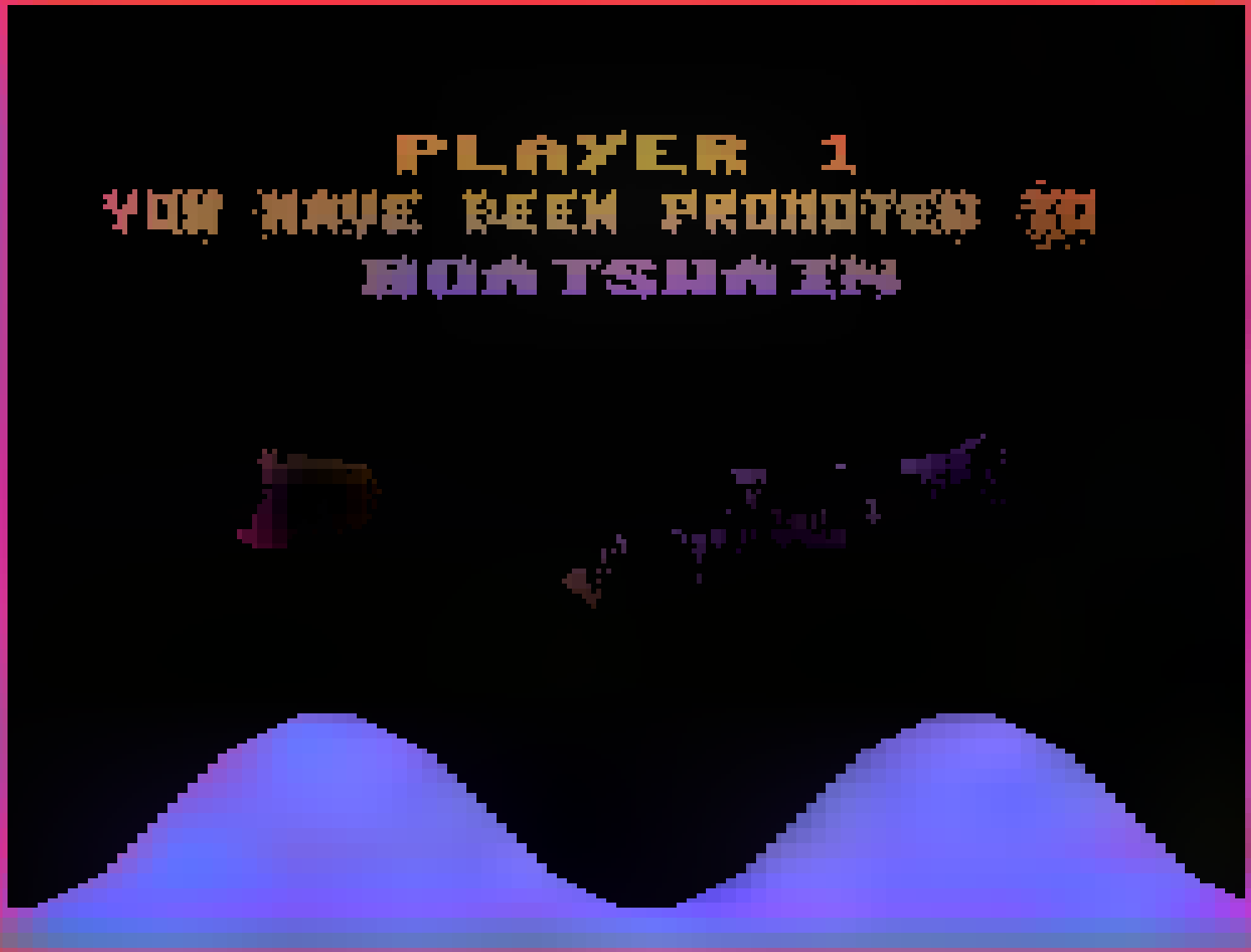




HATER SKI SCHOOL

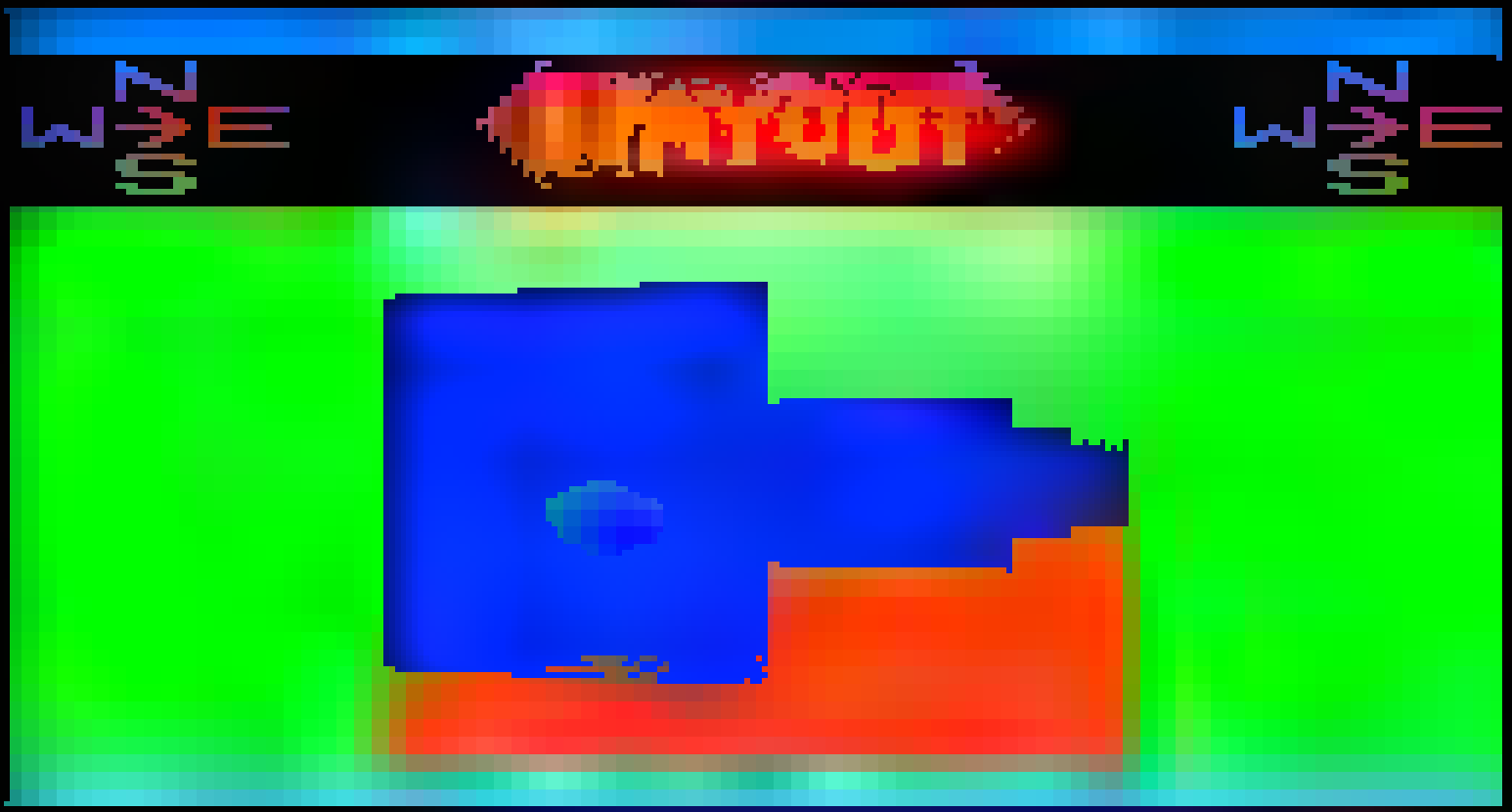
JUMP RAMPS FOR BIGGER LEVELS



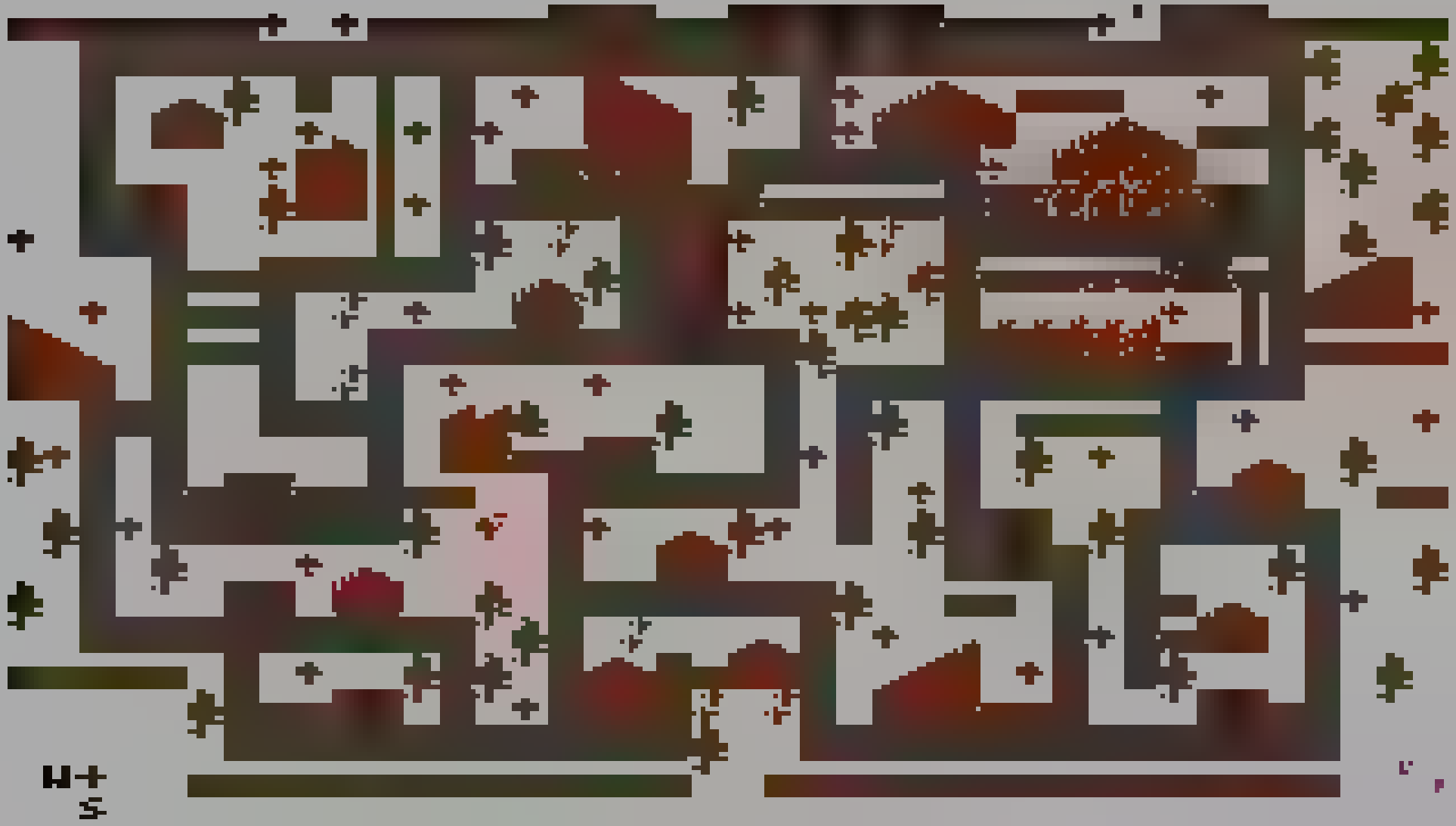

PLAYER 1
YOU HAVE BEEN PROMOTED TO
BOATSWAIN


SIRIUS PRESENTS
LIAJY
NAJY
BY
RODNEY MCAULEY

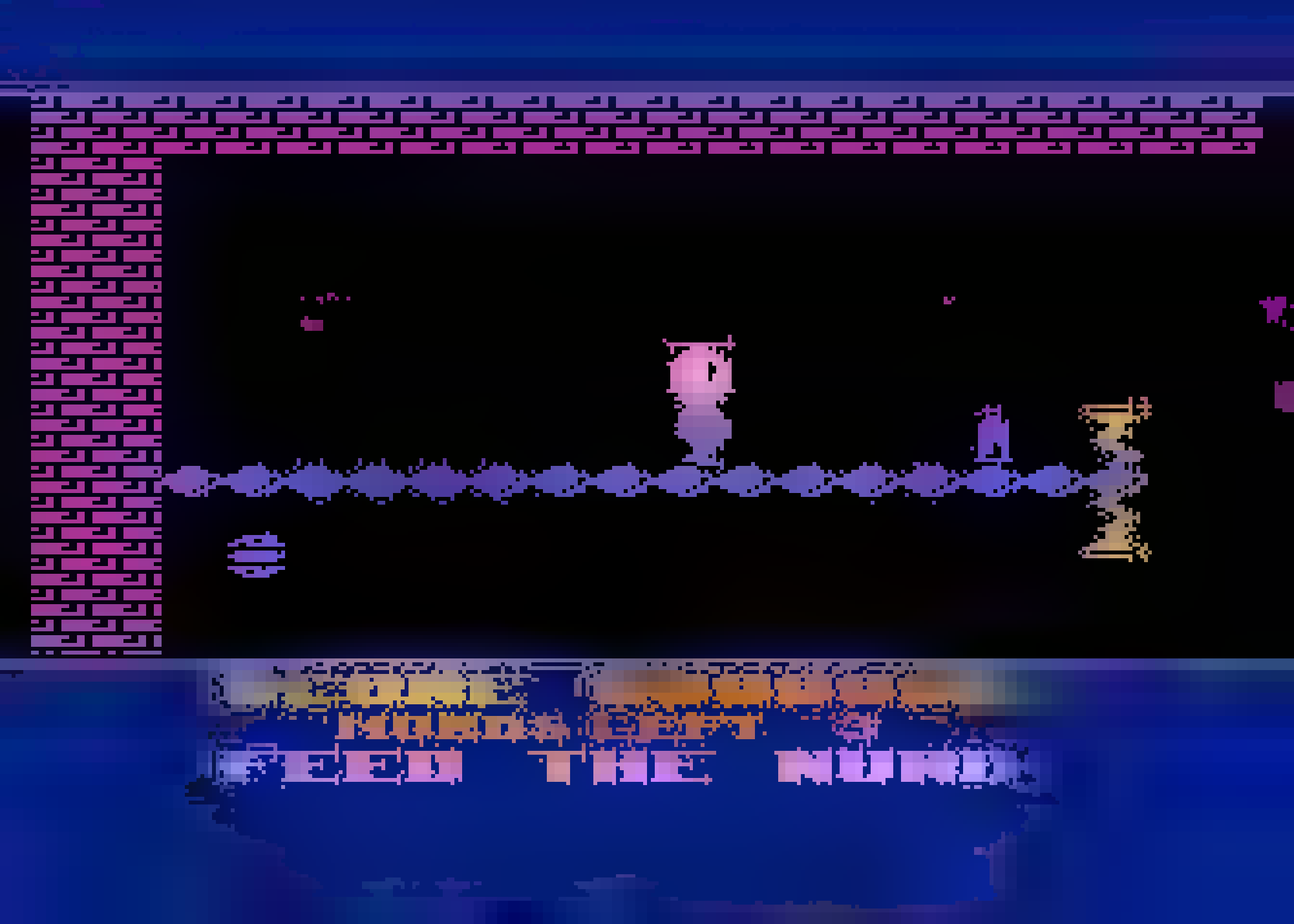

N
W E
S
WATOUT
N
W E
S

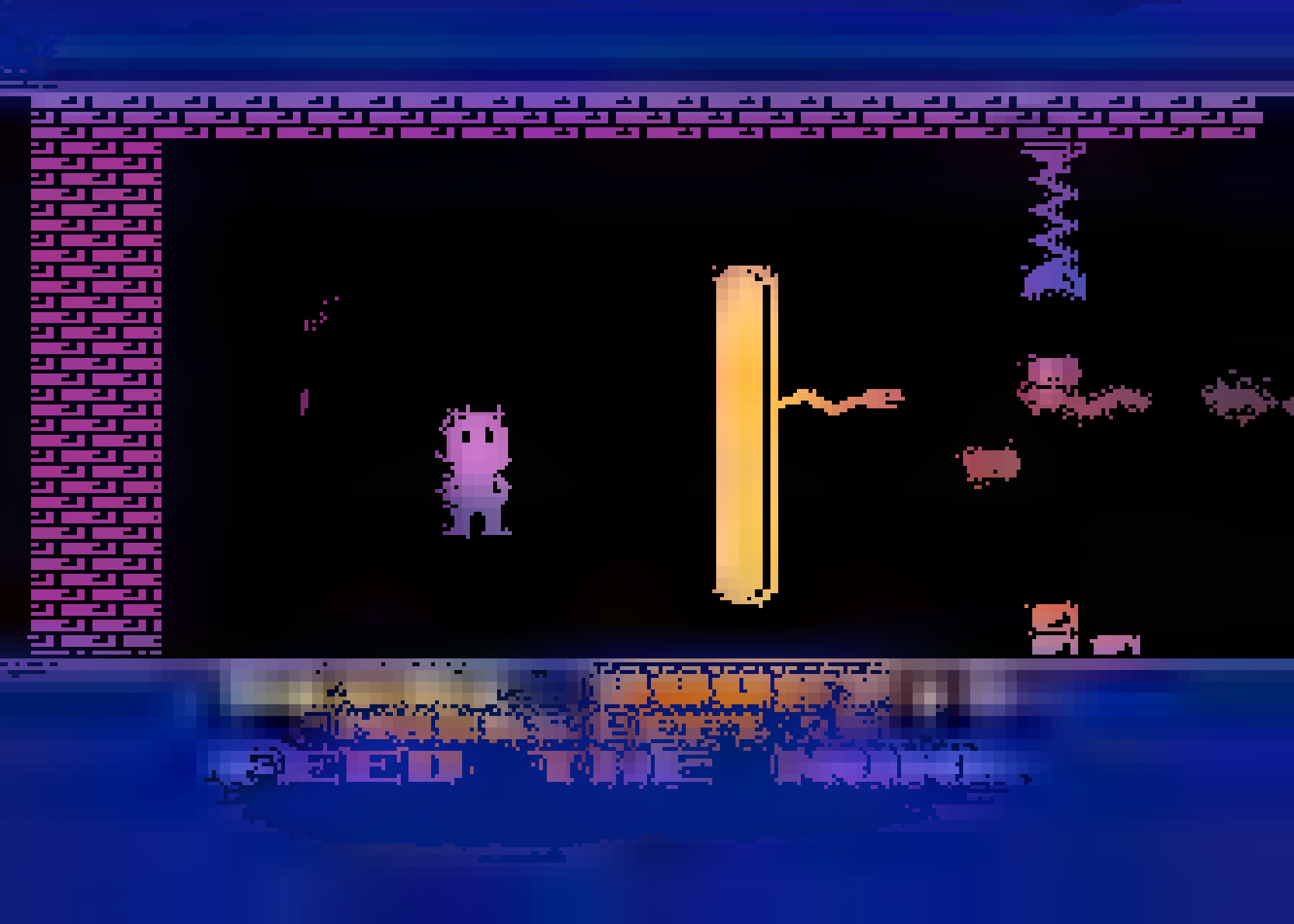

N
W
E
S
TOUT
N
W
E
S

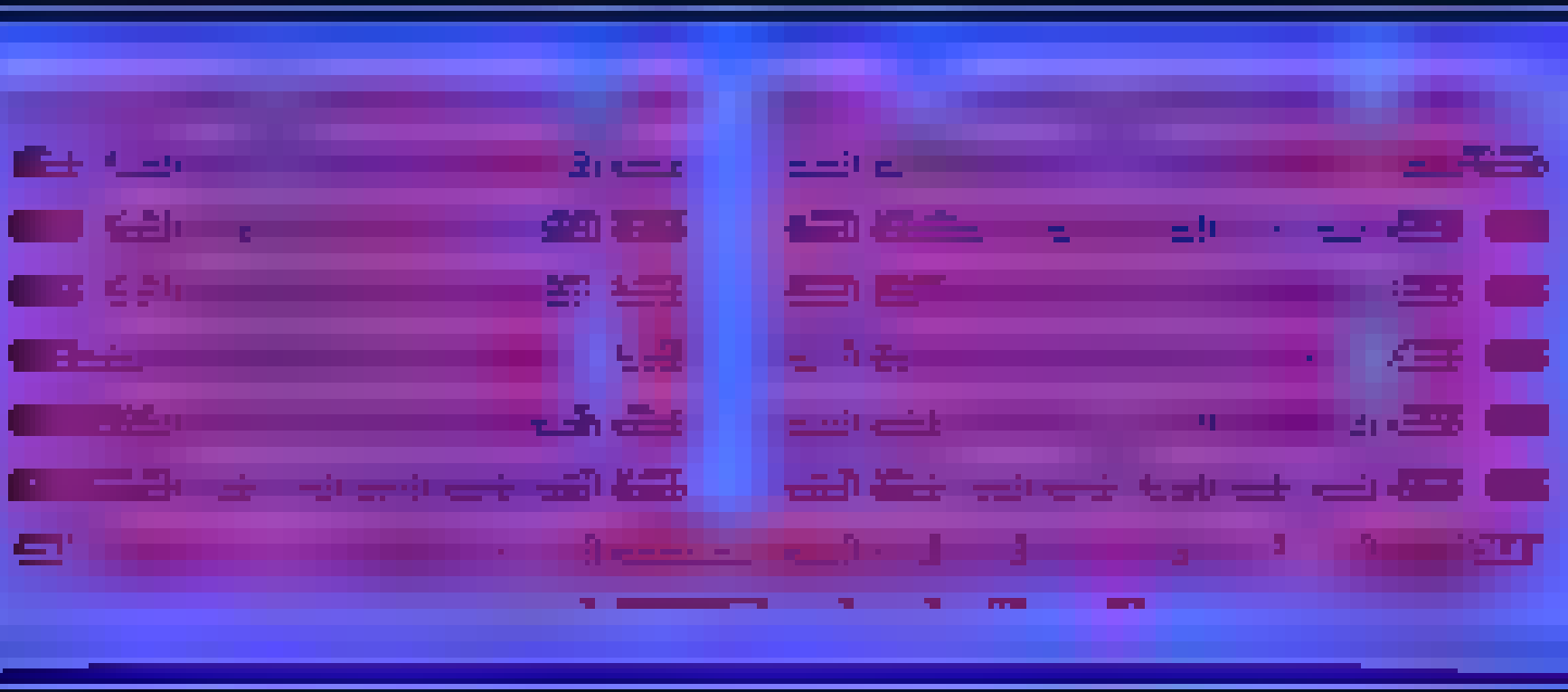





LAST
00000
HIGH
00000
ZONG '90
VERWACHTSPIEL
E-ZOO


FED THE NUN

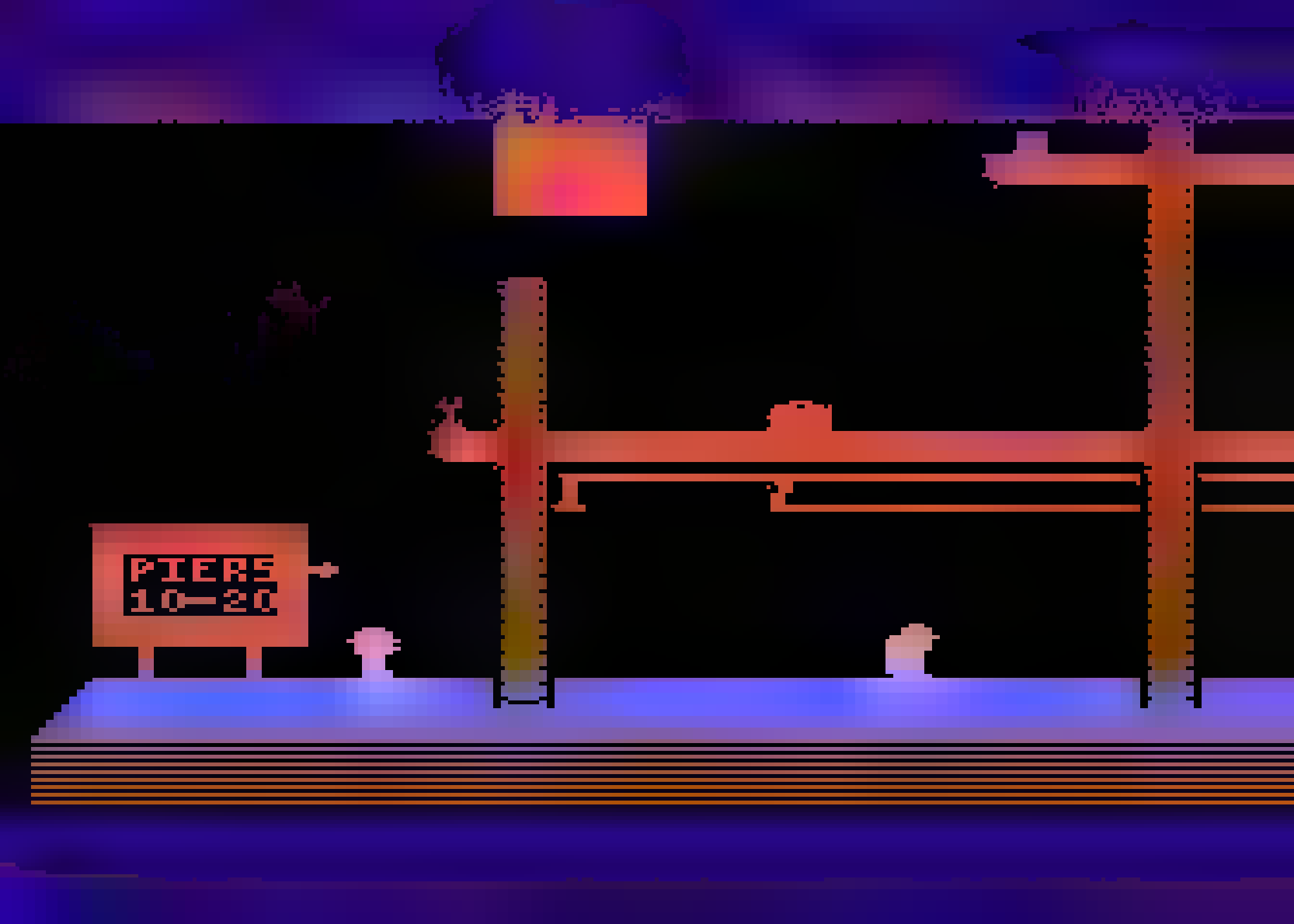


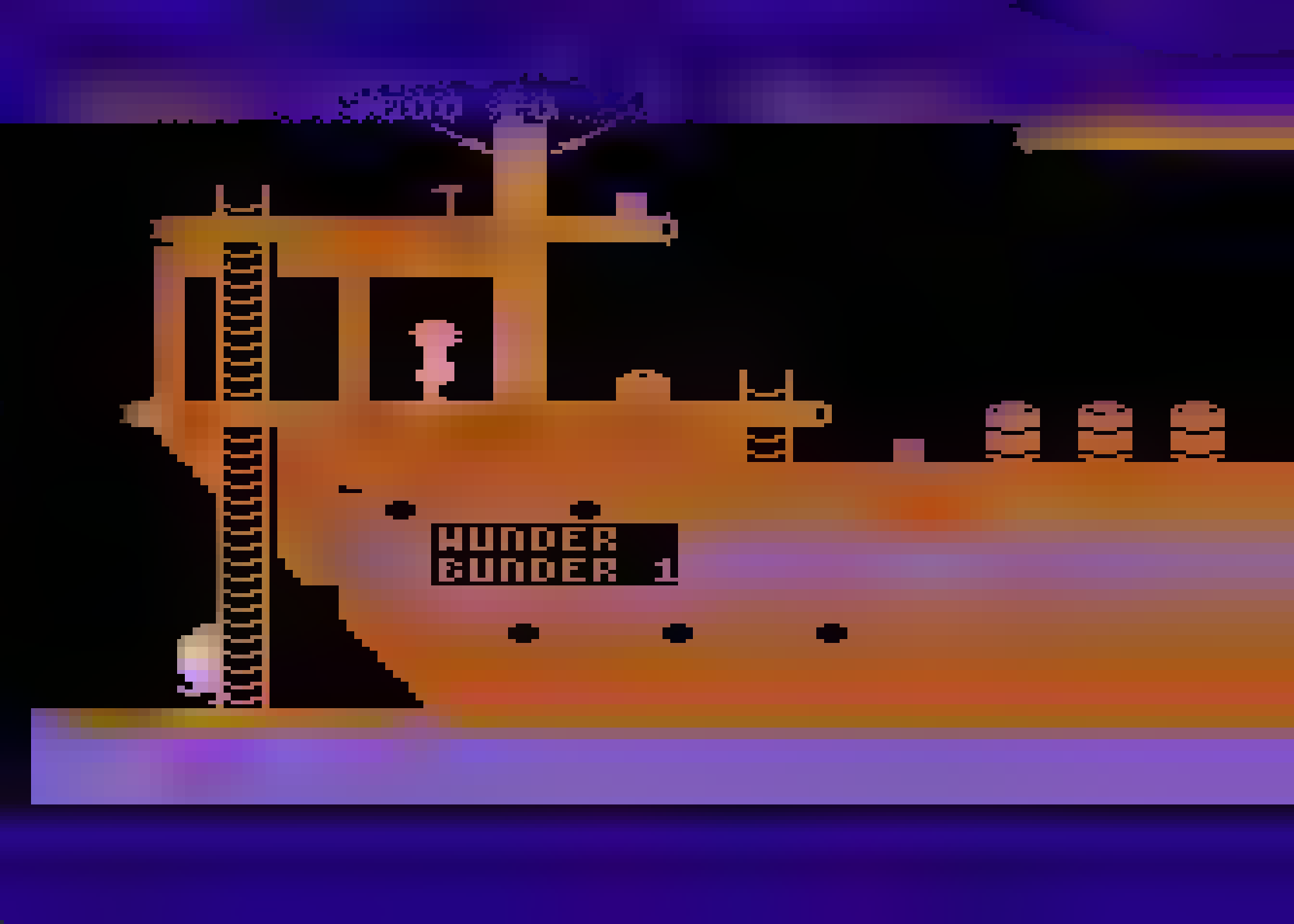


BY CHRIS GRAY

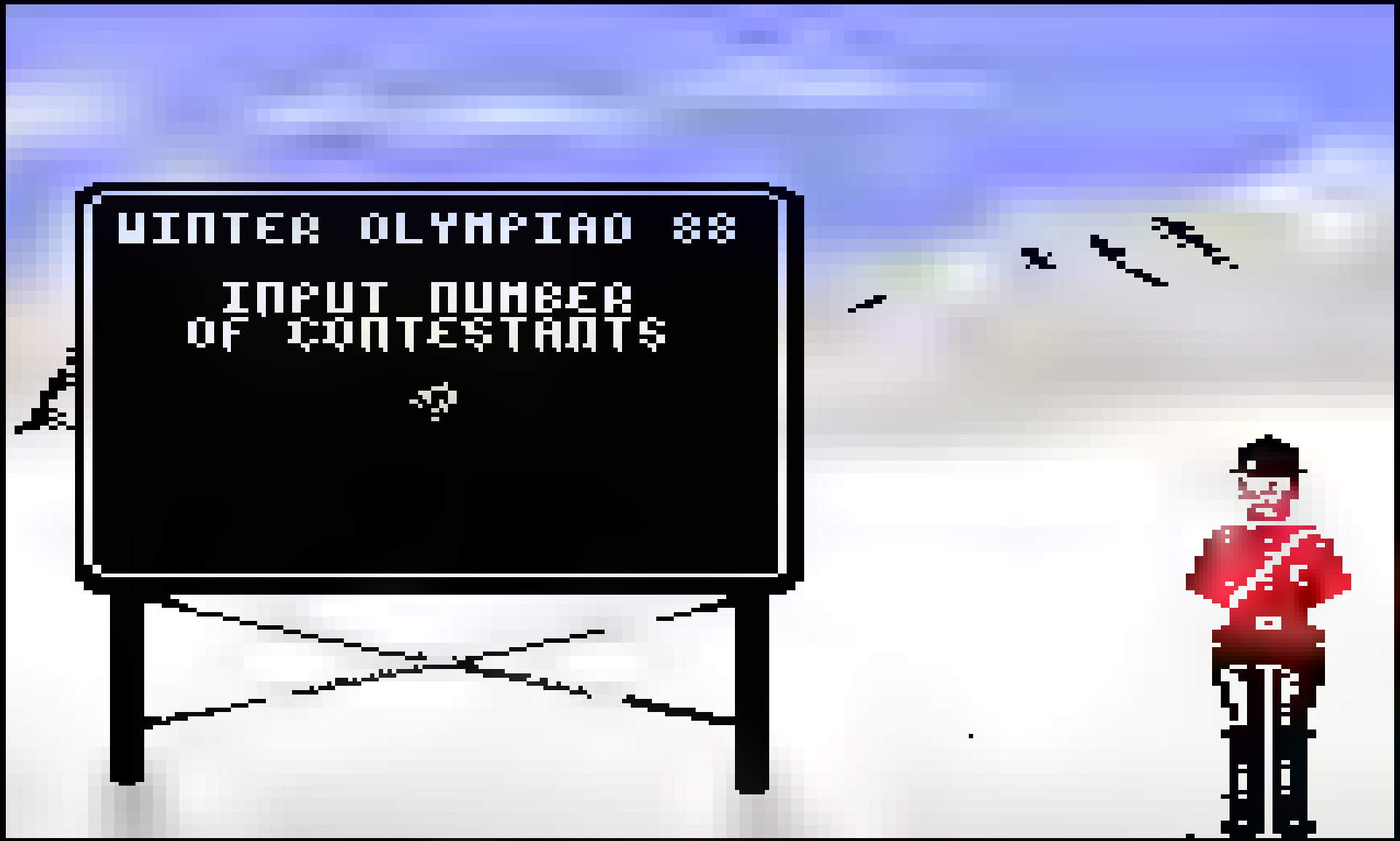
COPYRIGHT 1985

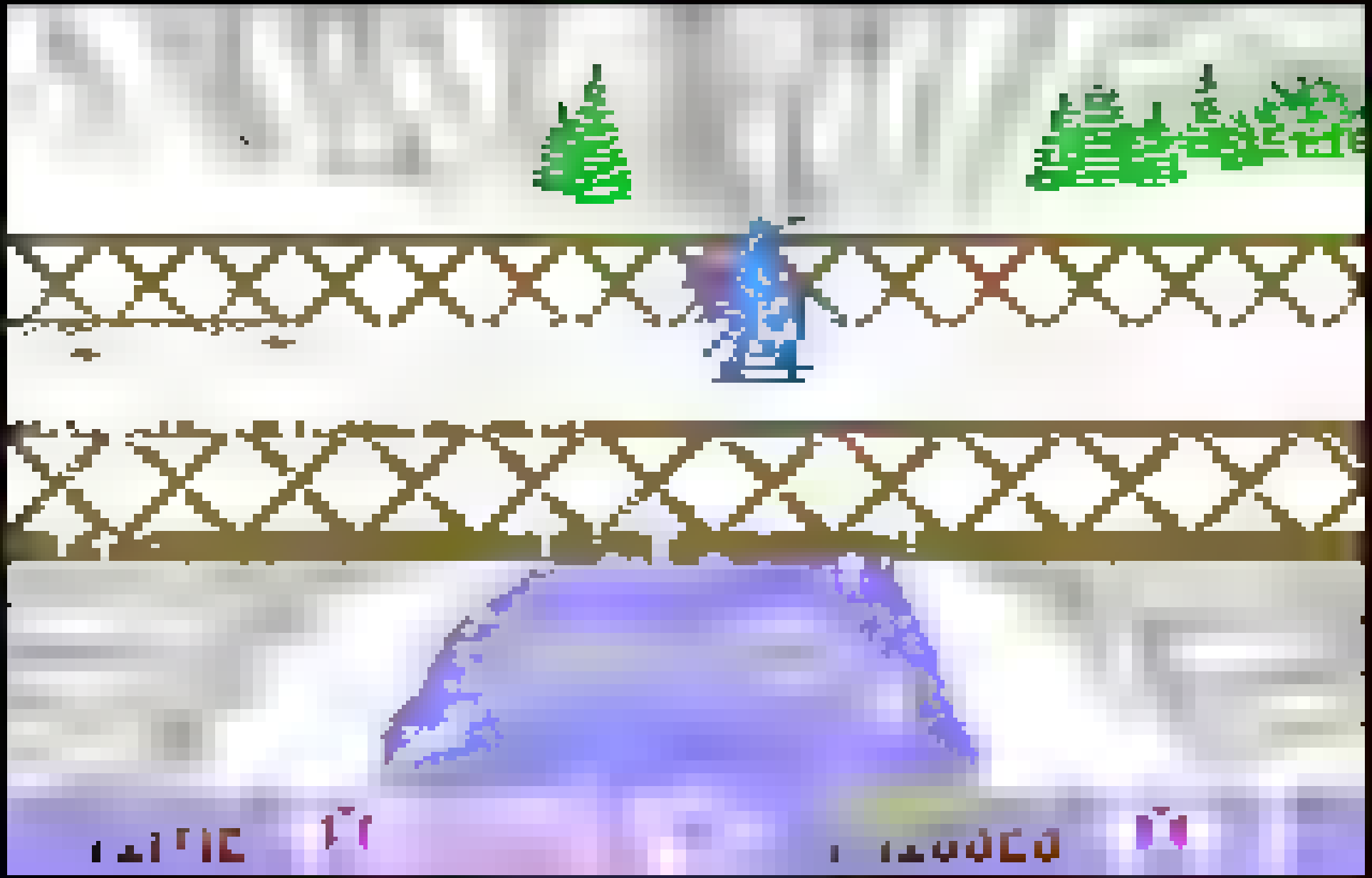
HIGH SCORE 000000


PIERS
10—20


WUNDER
BUNDER 1


BRODERBUND SOFTWARE
PRESENTS
Whistler's
Brother
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BY LOUIS EWENS


WINTER OLYMPIAD 88
INPUT NUMBER
OF CONTESTANTS



WINTER OLYMPIAD '88



TYNESOFT
© 1988

WRITTEN BY
BRIAN JOBLING
MICHAEL NEAL
CHRIS SHARMAN



0

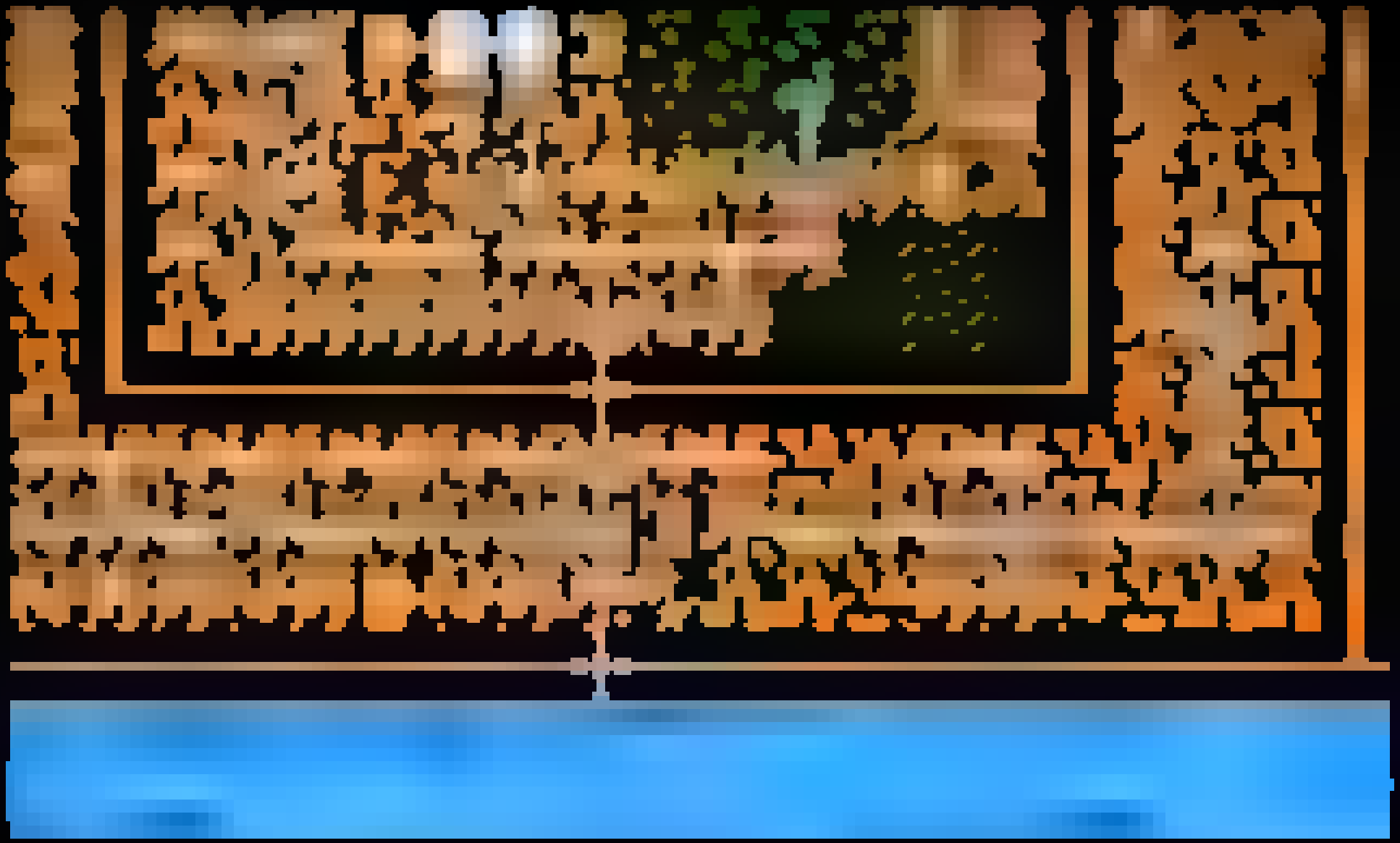
200



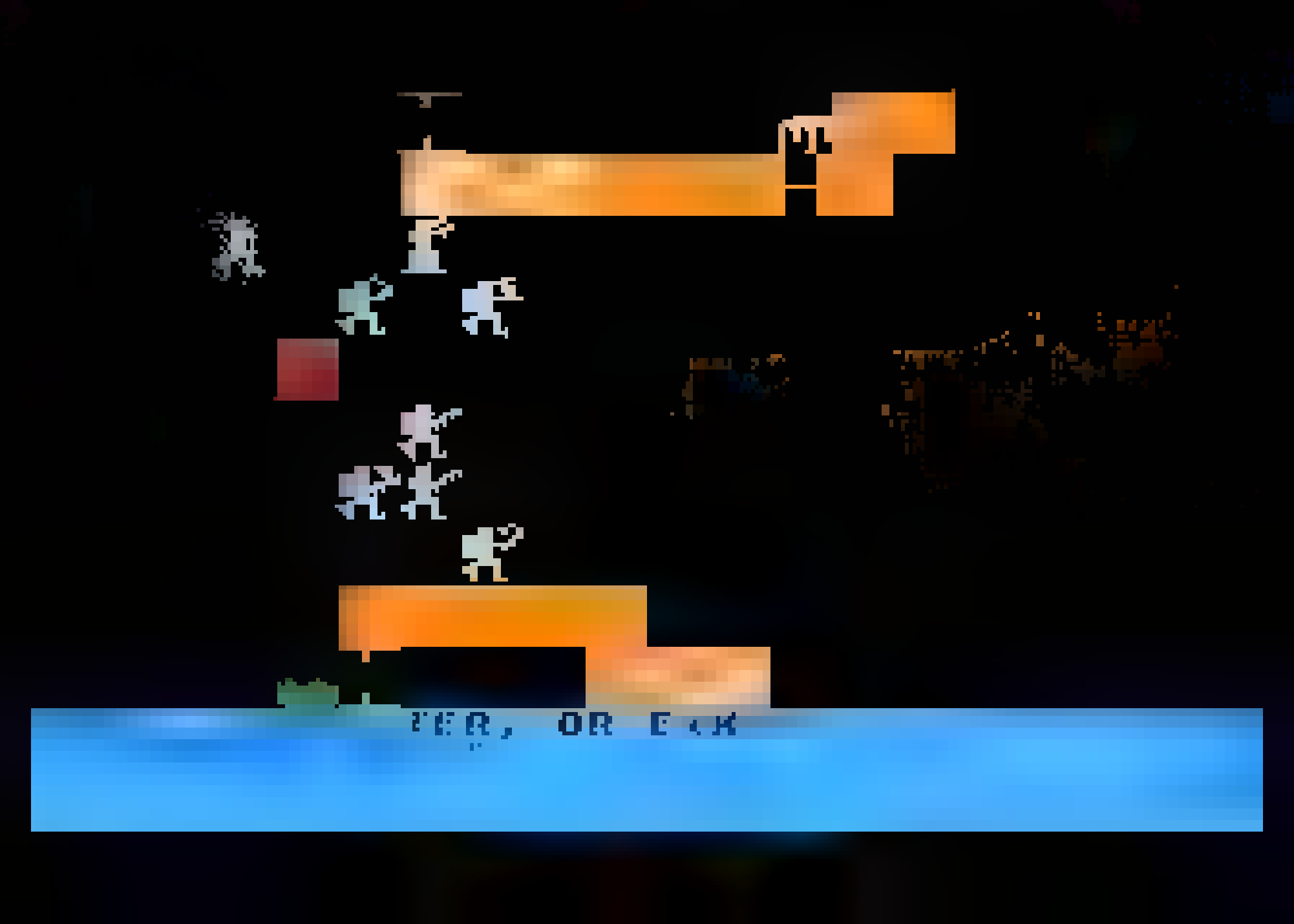
0

1400


Wizard
of Wor
COPYRIGHTED (C) (P) BY ROKLAN CORP 1981
LICENSED FROM BALLY/MIDWAY MFG CO 1981







WIZARD'S CROWN

VERSION 1.0

DESIGNED BY
PAUL MURRAY & KEITH BROOKS

(P)LAY DIFFICULTY 1 2 [3] 4 5
HARD EASY

(C)REATE DISKS FOR PLAY

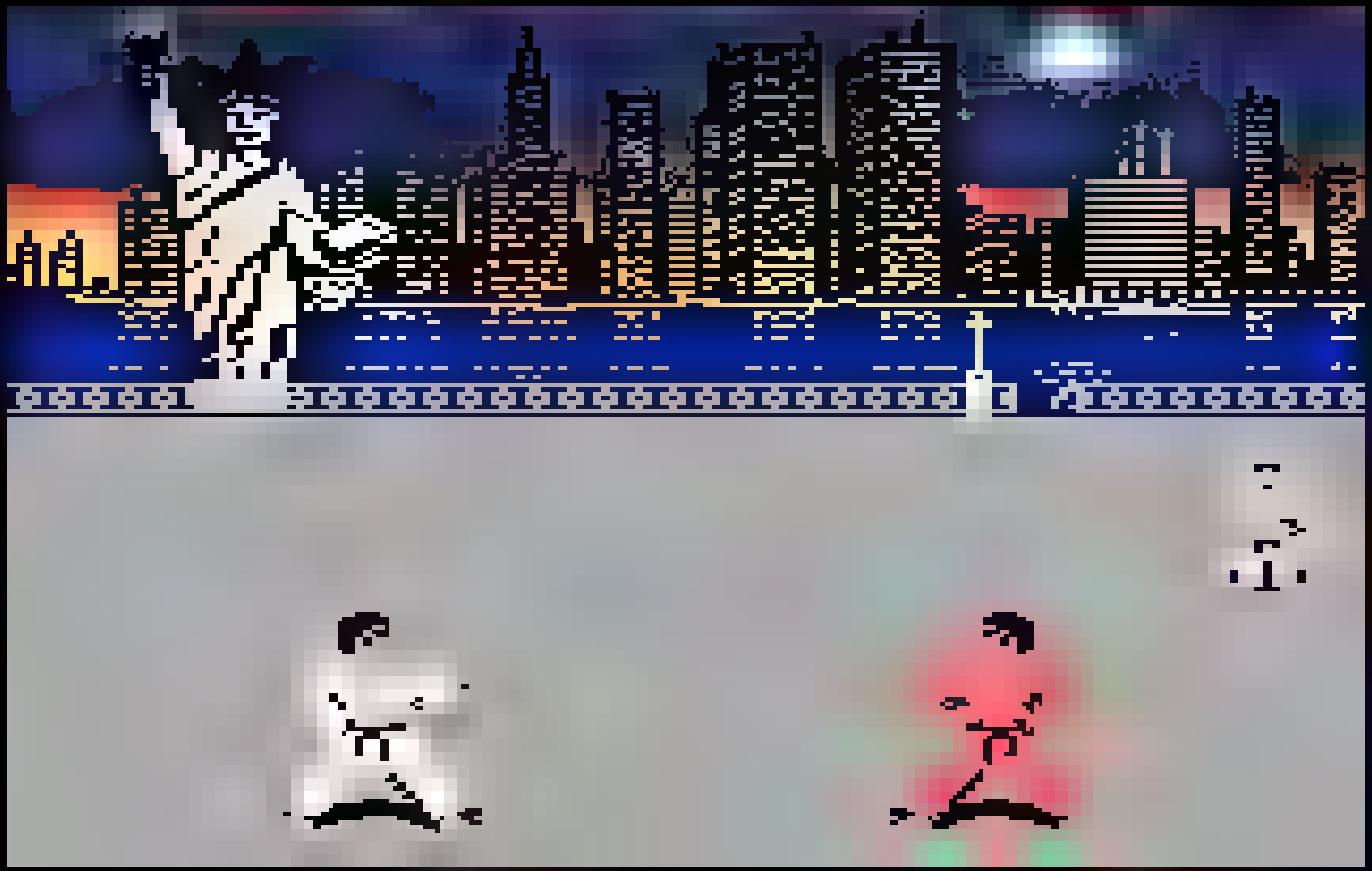
(D)RIVES [1] 2

(S)OUND [ON] / OFF

(U)TILITIES RESET DUNGEON LEVELS

PRESS SPACEBAR TO PLAY GAME

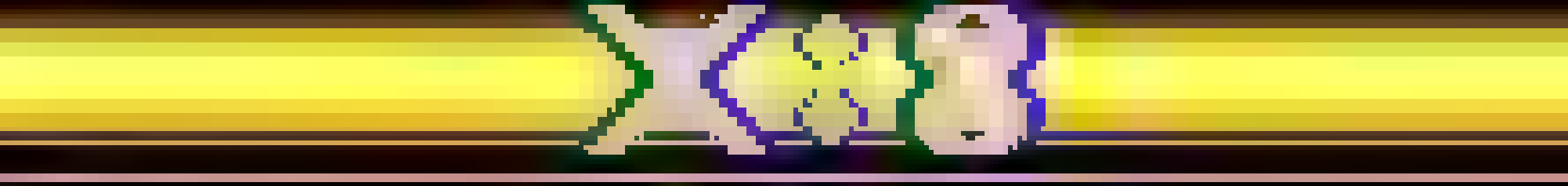

TIME 19
WHITE BELT


WHITE BELT


0
1UP TIME 15 LO1
WHITE BELT
0







IDEA

JOSE PEREIRA

CODE

KUEL

SPRITES

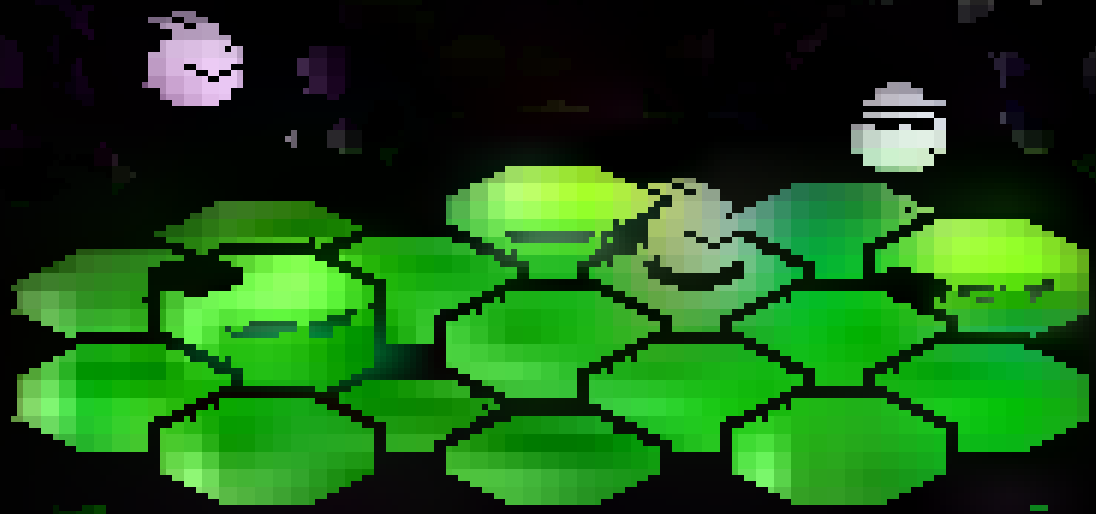
STE'86 / TMA

COPYRIGHT 2013

XAGON

225

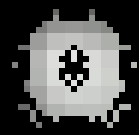
Bonus 1068



High	Previous	Men	Screen
0	0	5	1


XAGON
10
High
Previous
Men
Screen
1







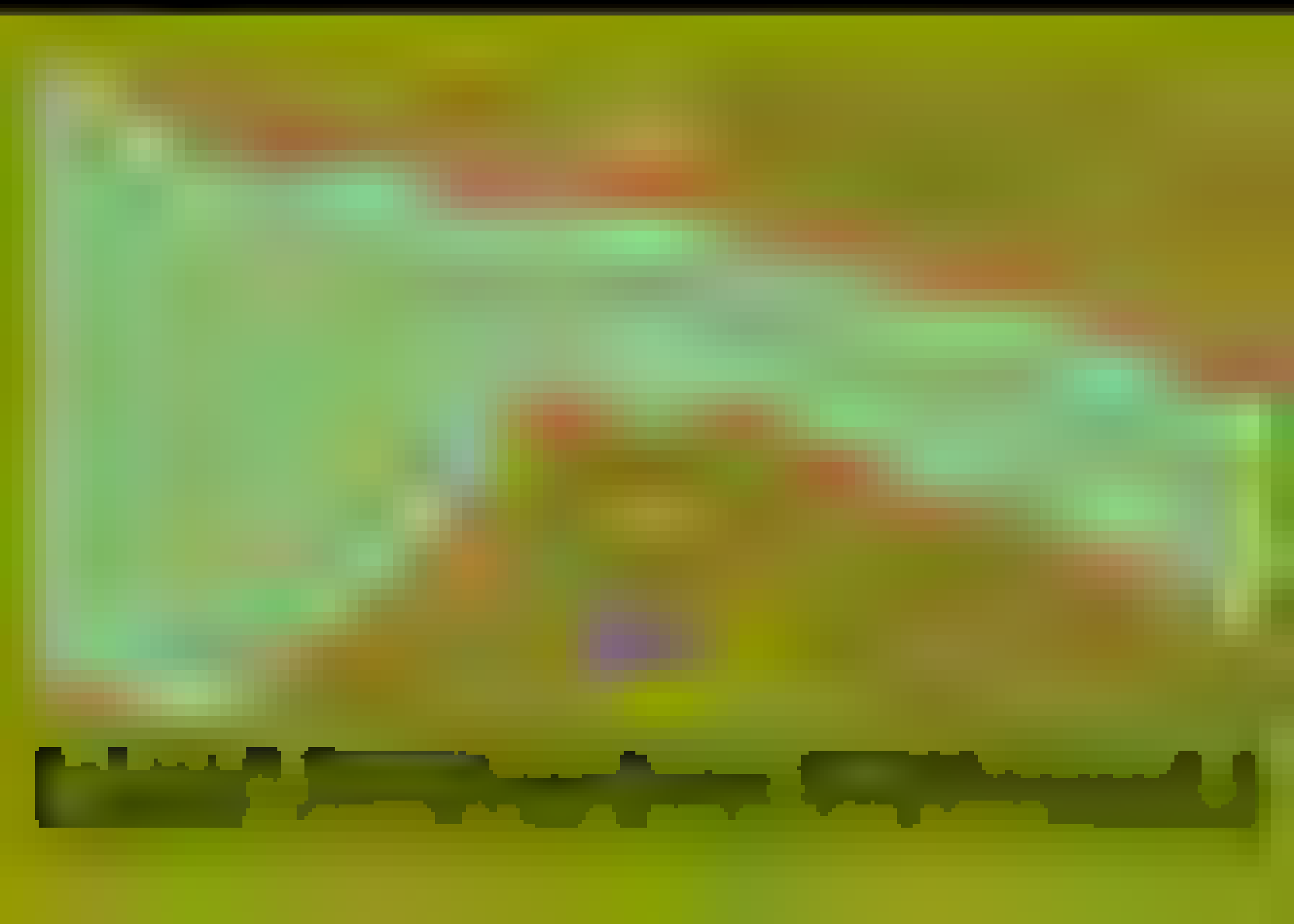






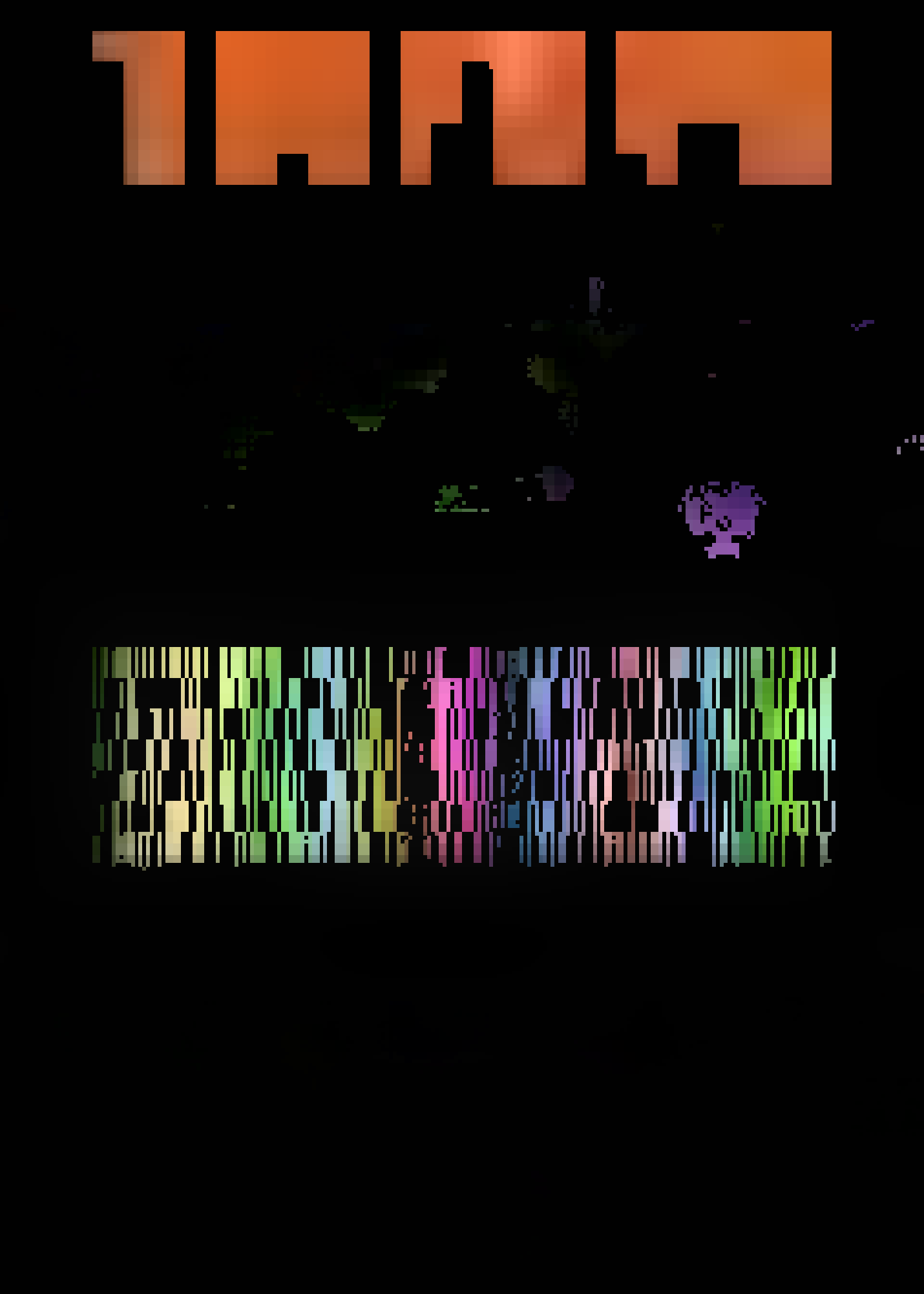


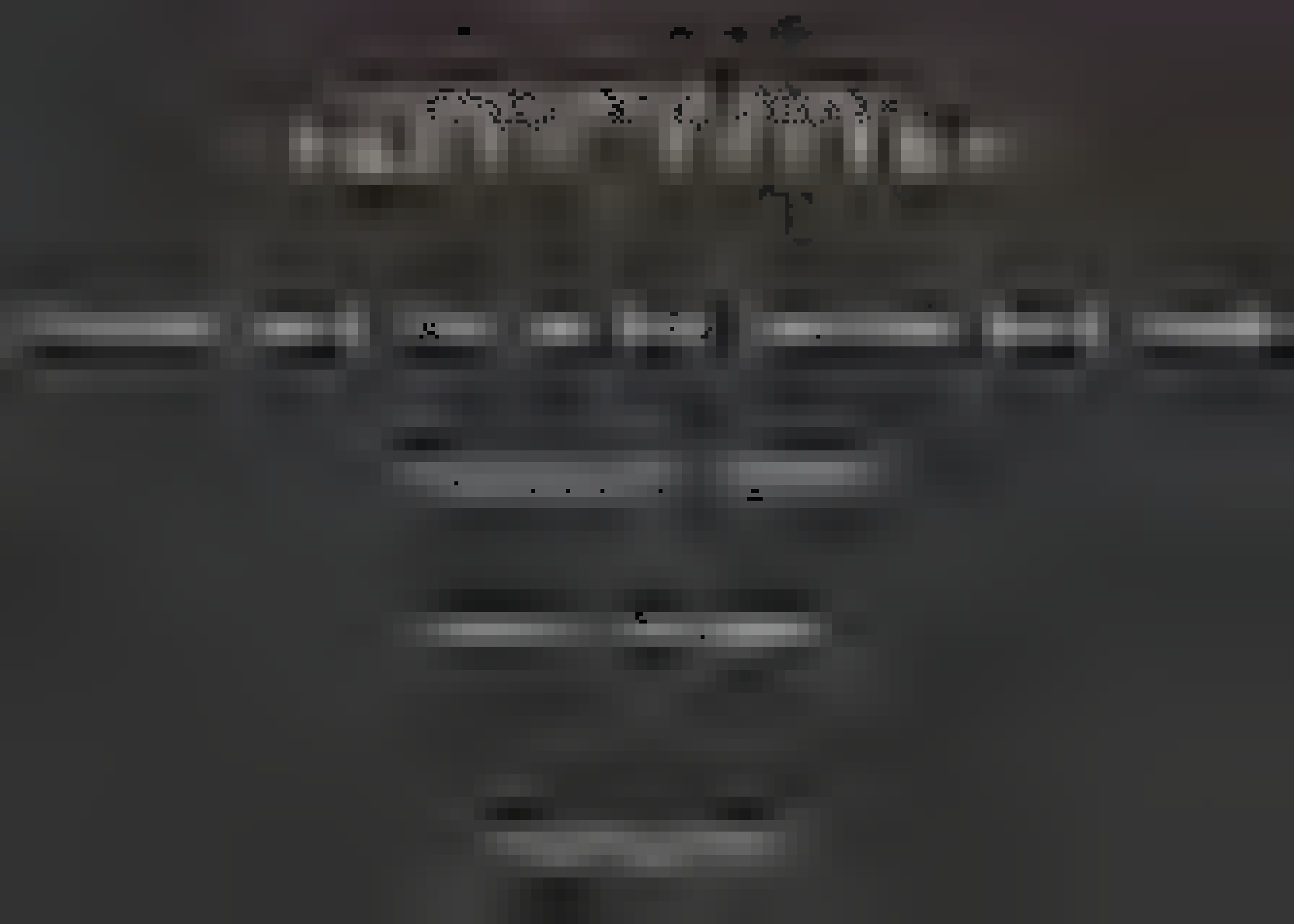






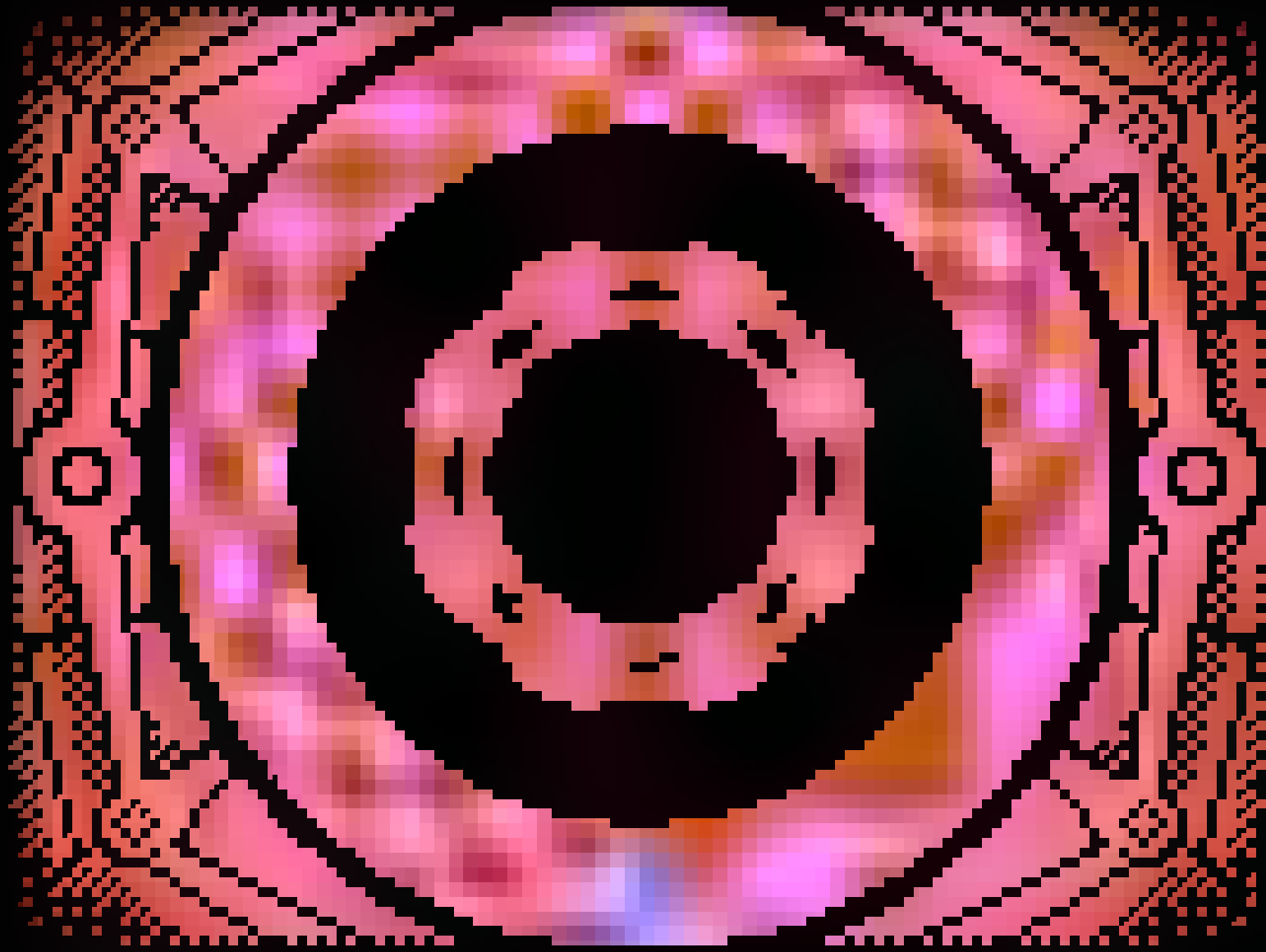




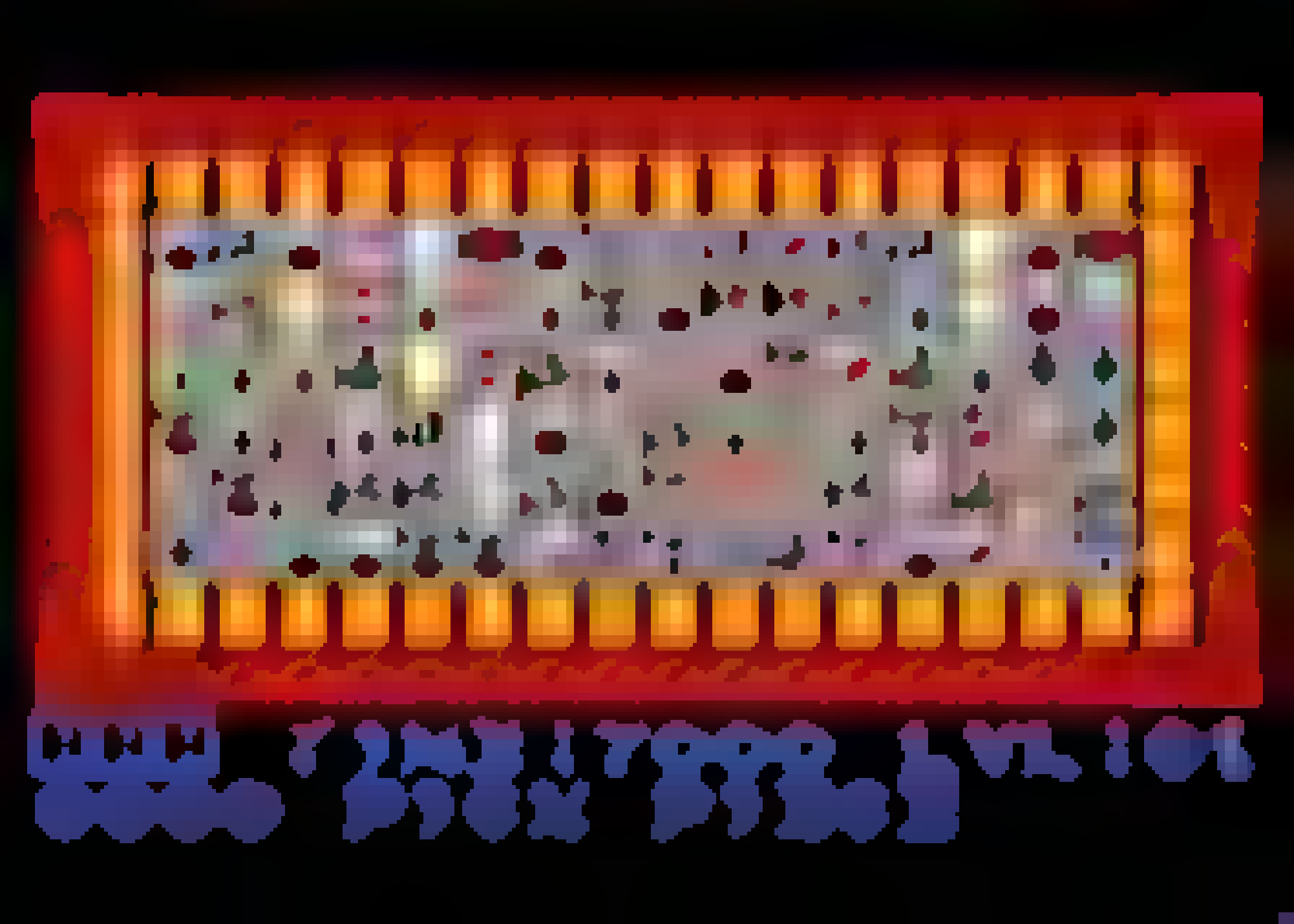


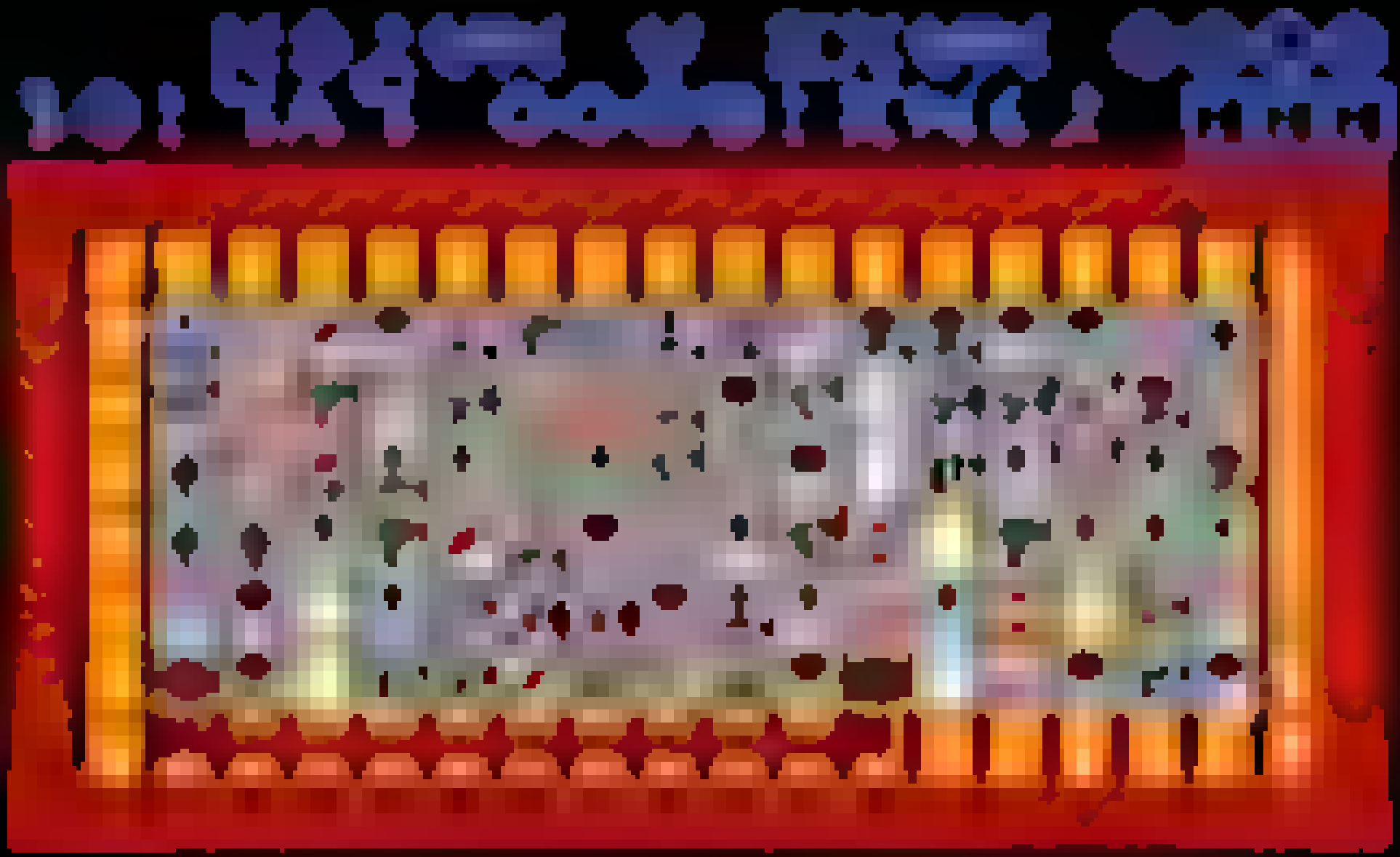

LIVES: 5
00018
JUMPS:


LIVES: 5
00053
JUMPS: 3


LIVES: 5
00675
JUMPS: 3


LEVEL:
WELCOME!
BACKGROUND:
MUSIC VOLUME:
FX VOLUME:
STEREO DETECTED





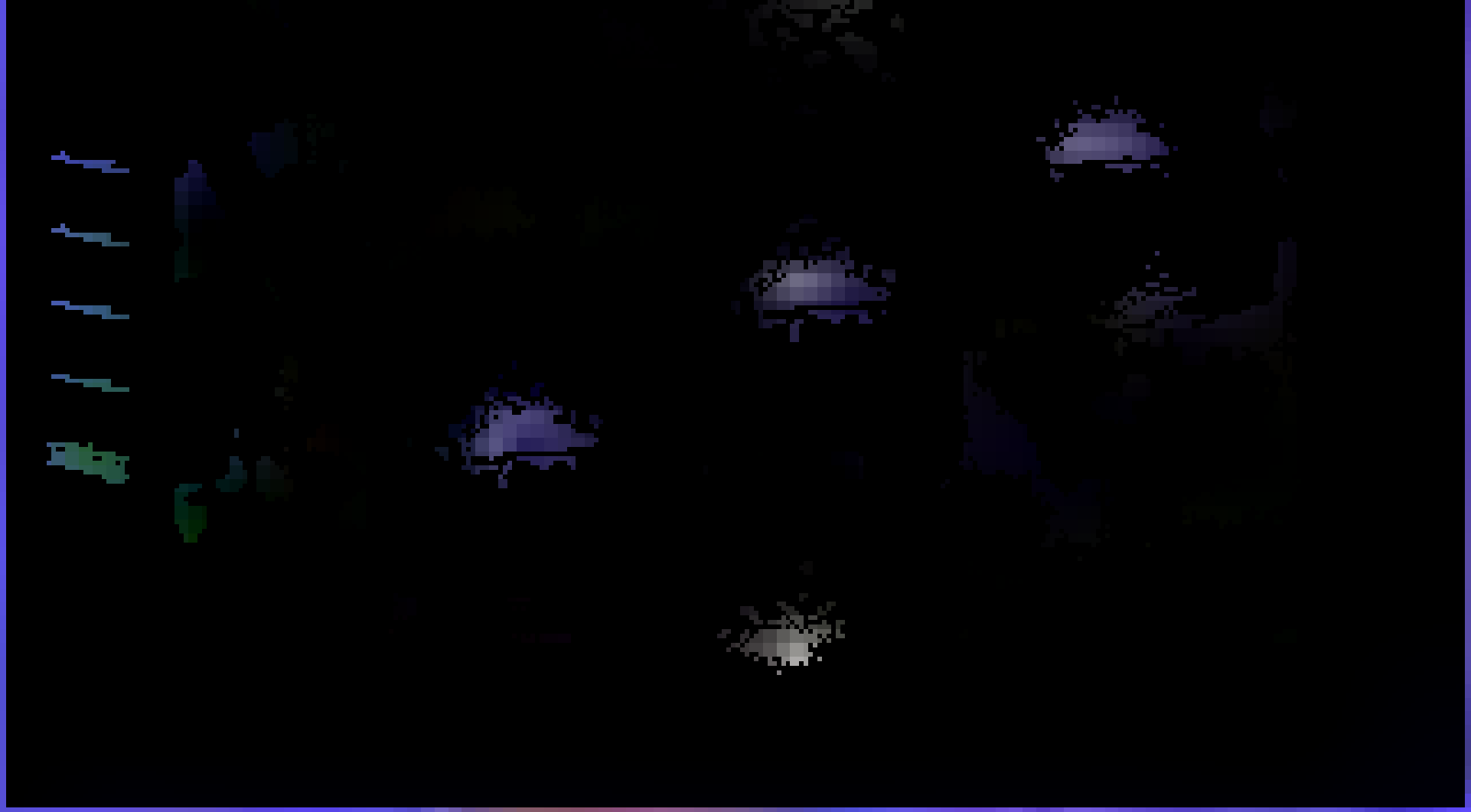
WE-SOFT'S

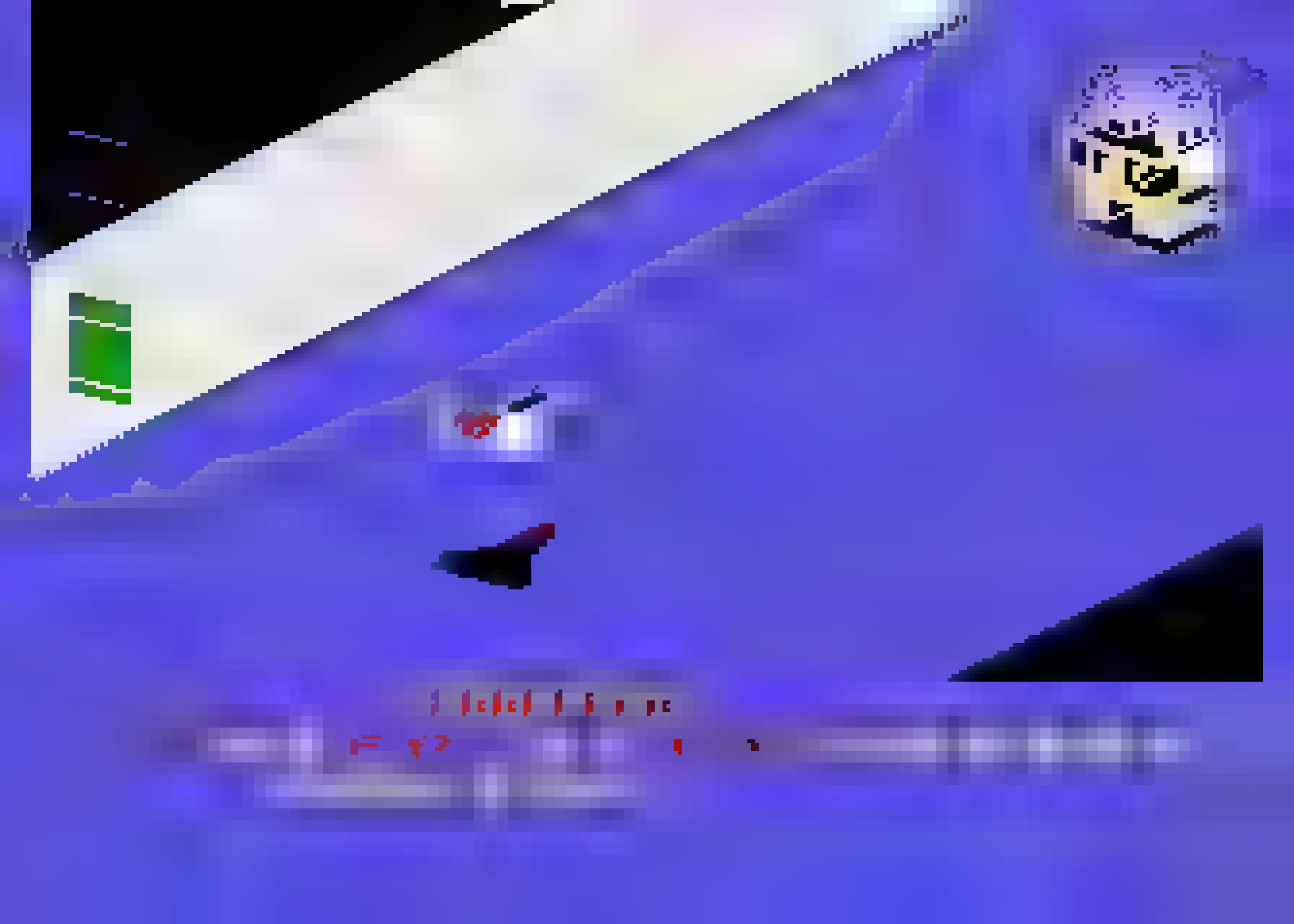


ANY WAY TO LOAD PROGRAMMING : VIRAL VIRUS



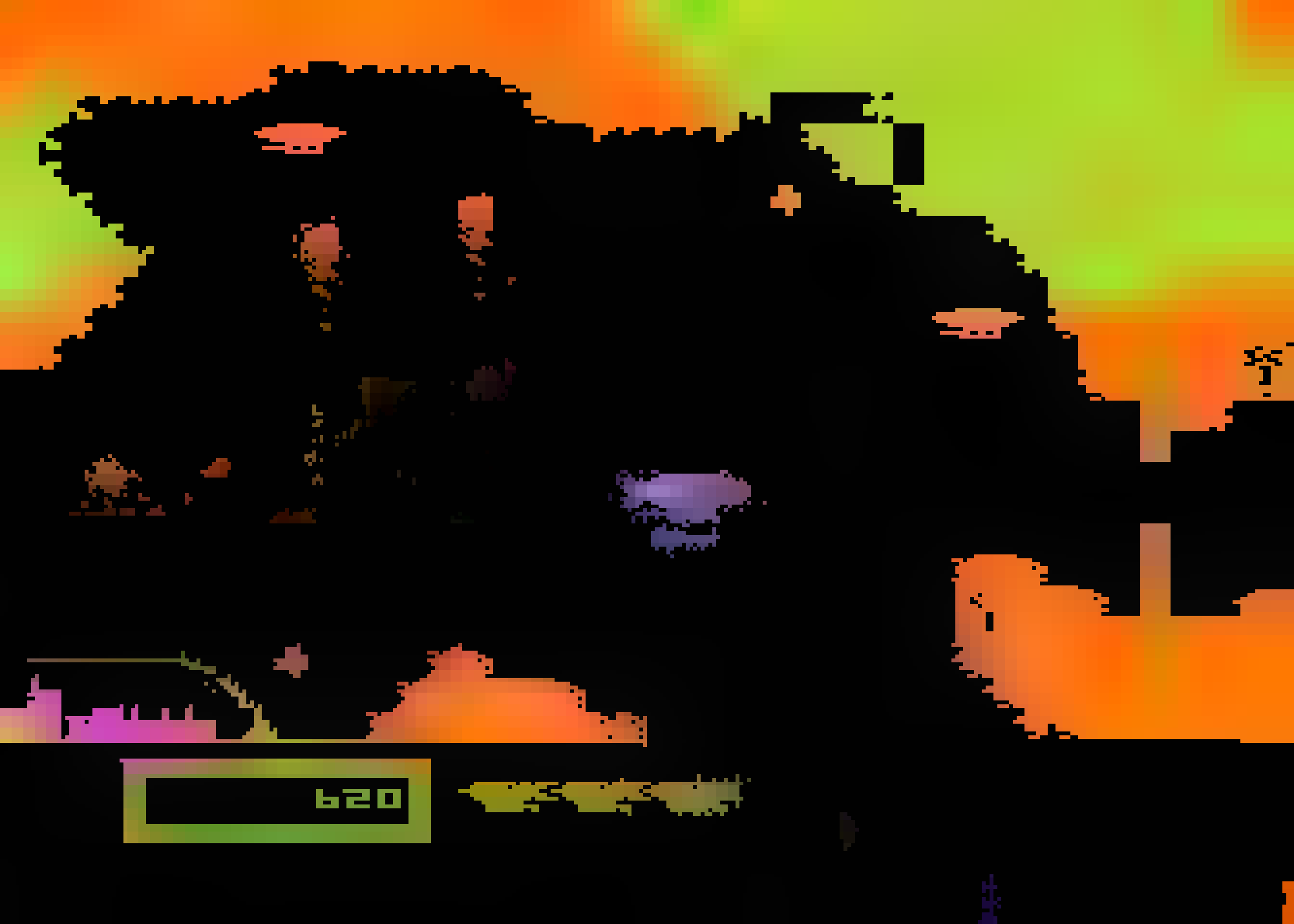


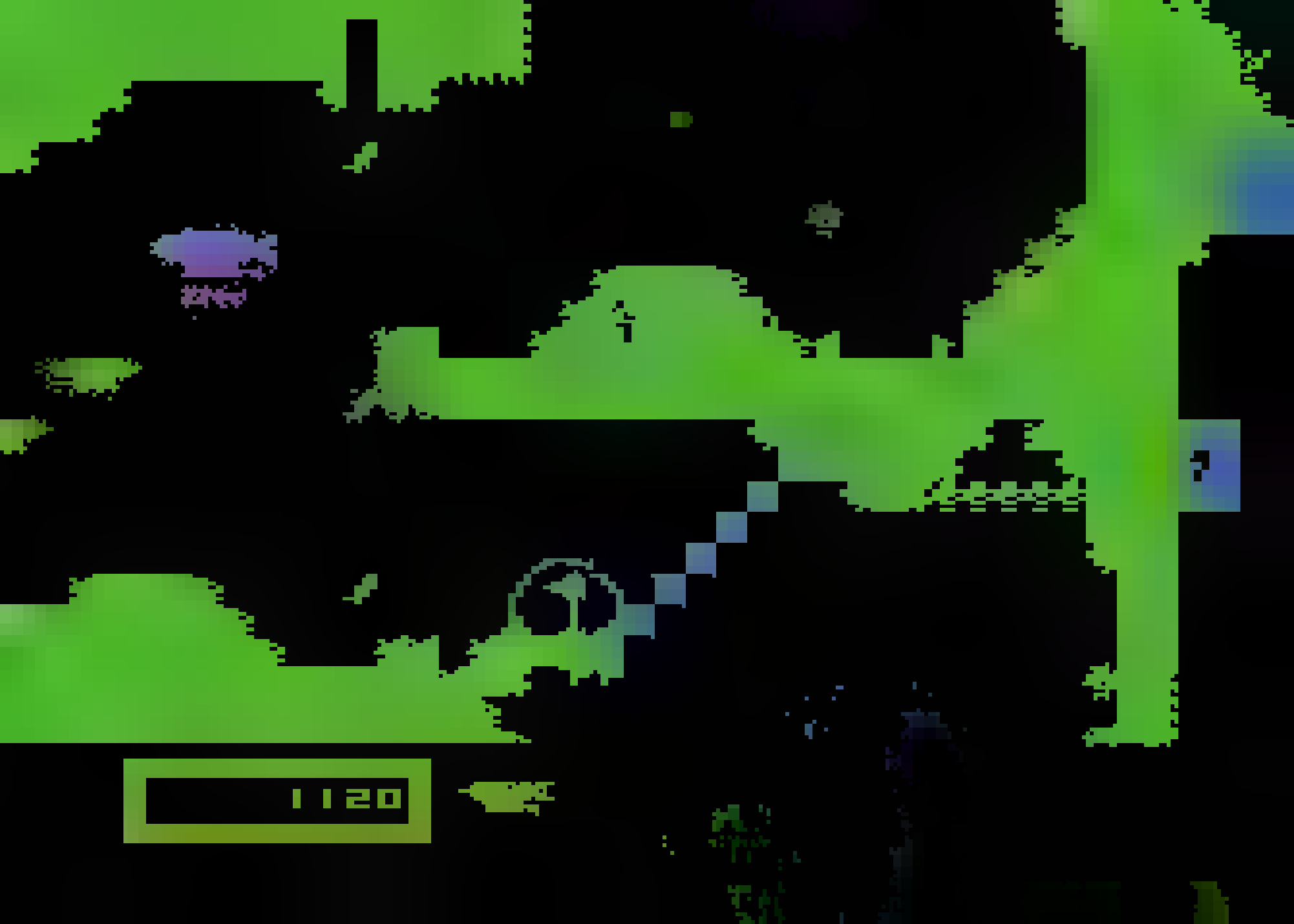





ZAXXON
SEGA


PRESENTS
BY


620


1120

ZEPPELIN

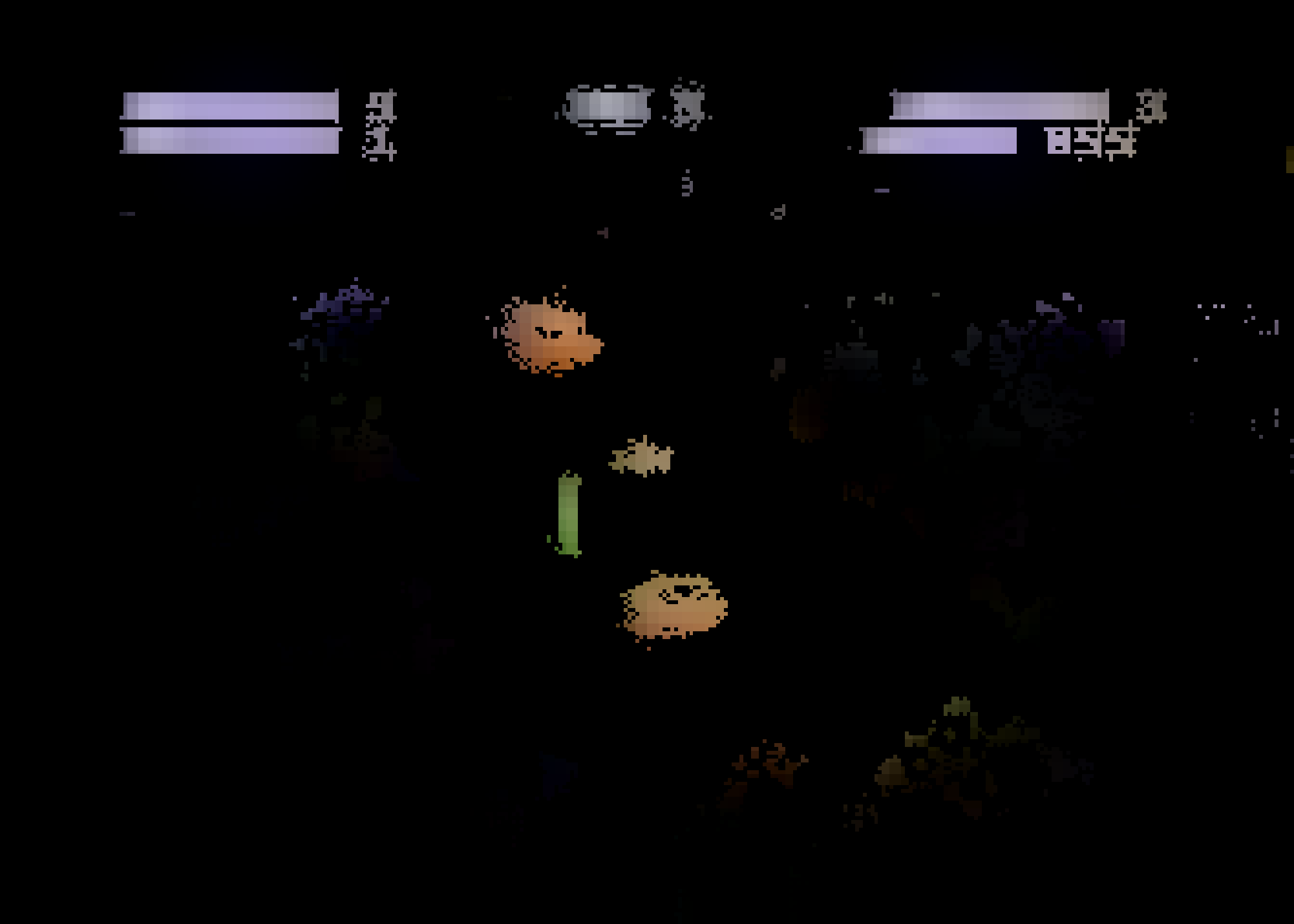
BY

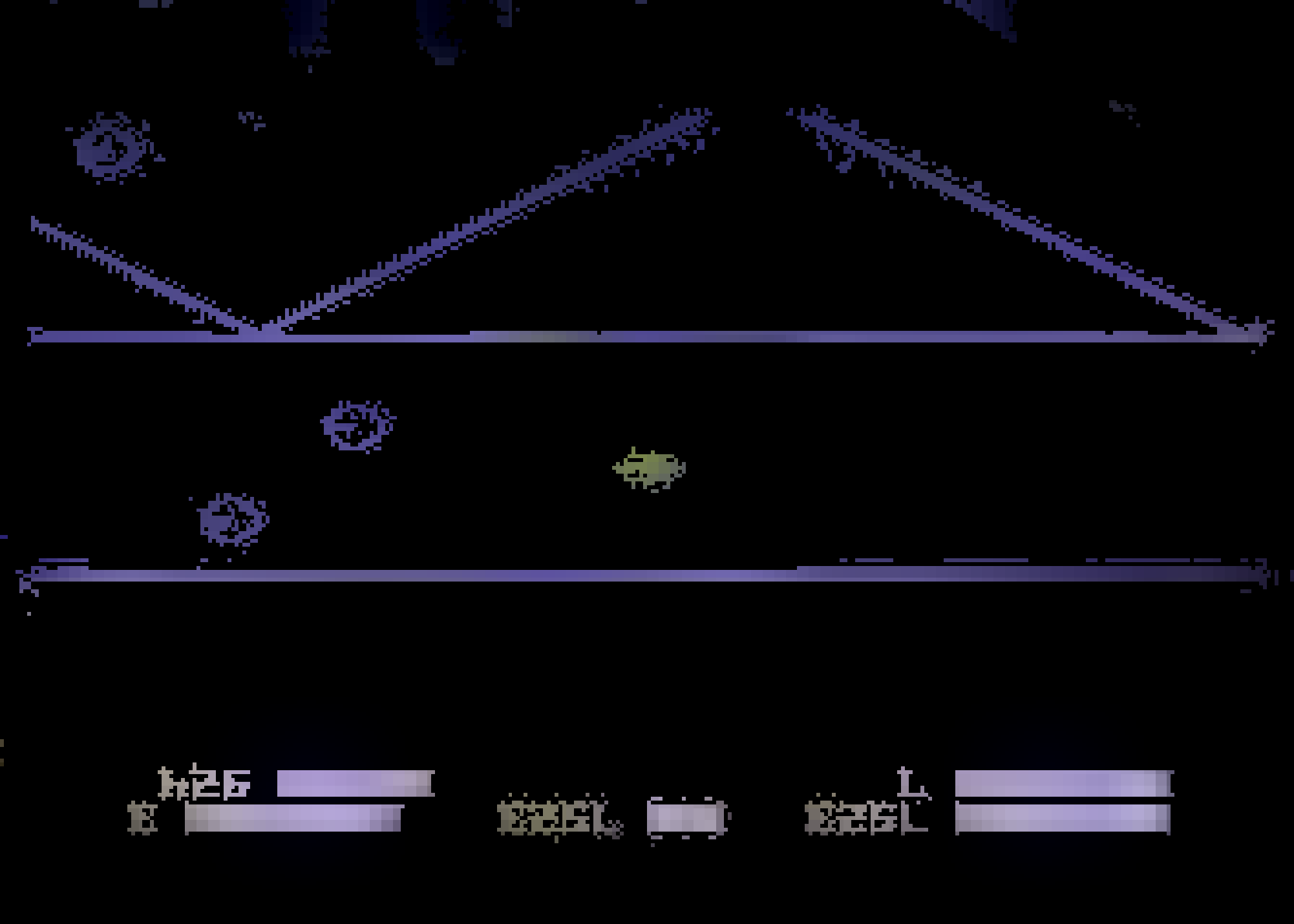
WILLIAM MATAGA

1 - PLAYER

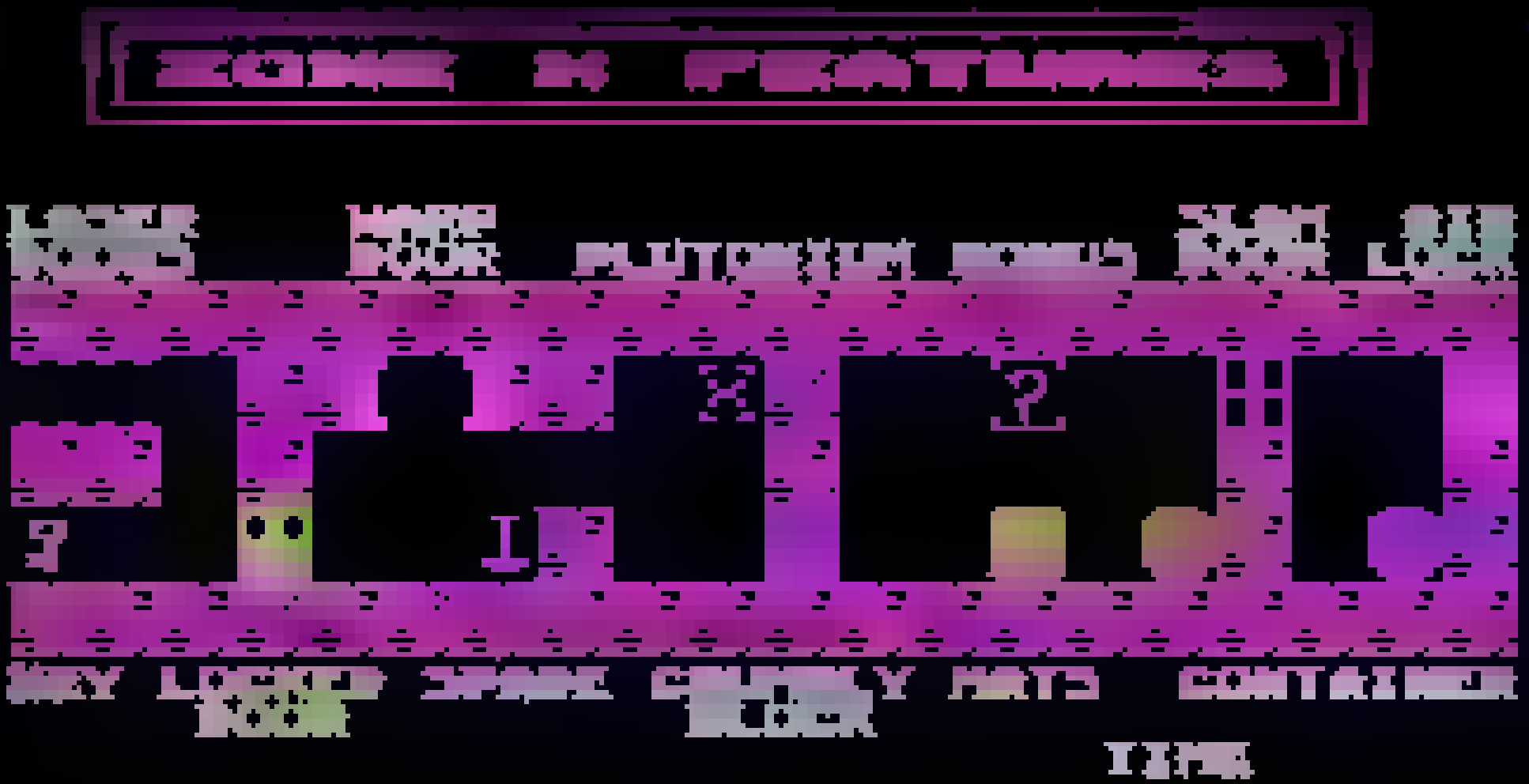
MOUSE



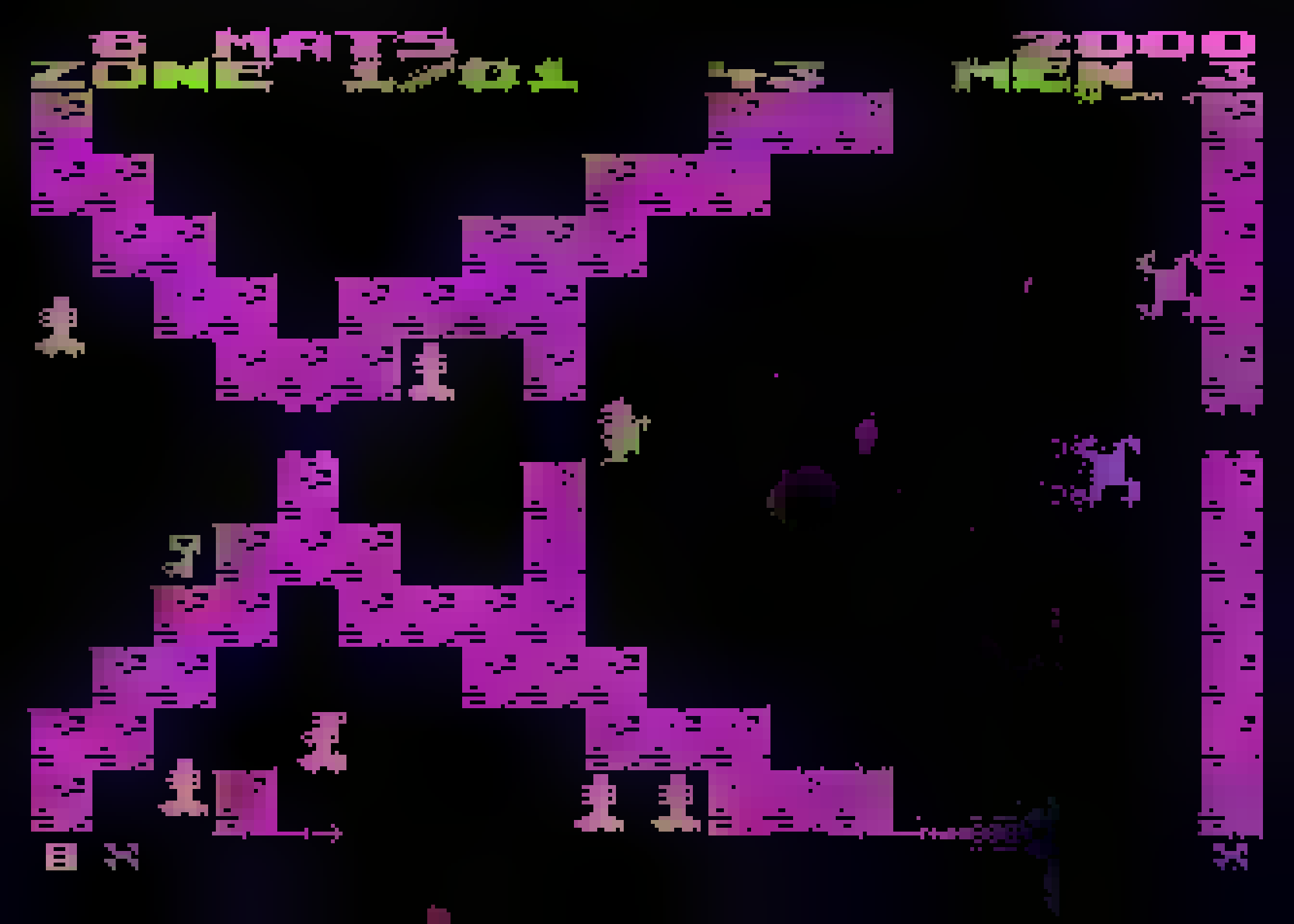





0
1
0
3
1500
ZONE
RANGER




IN


BATS
ZONE
2000



ZONE X

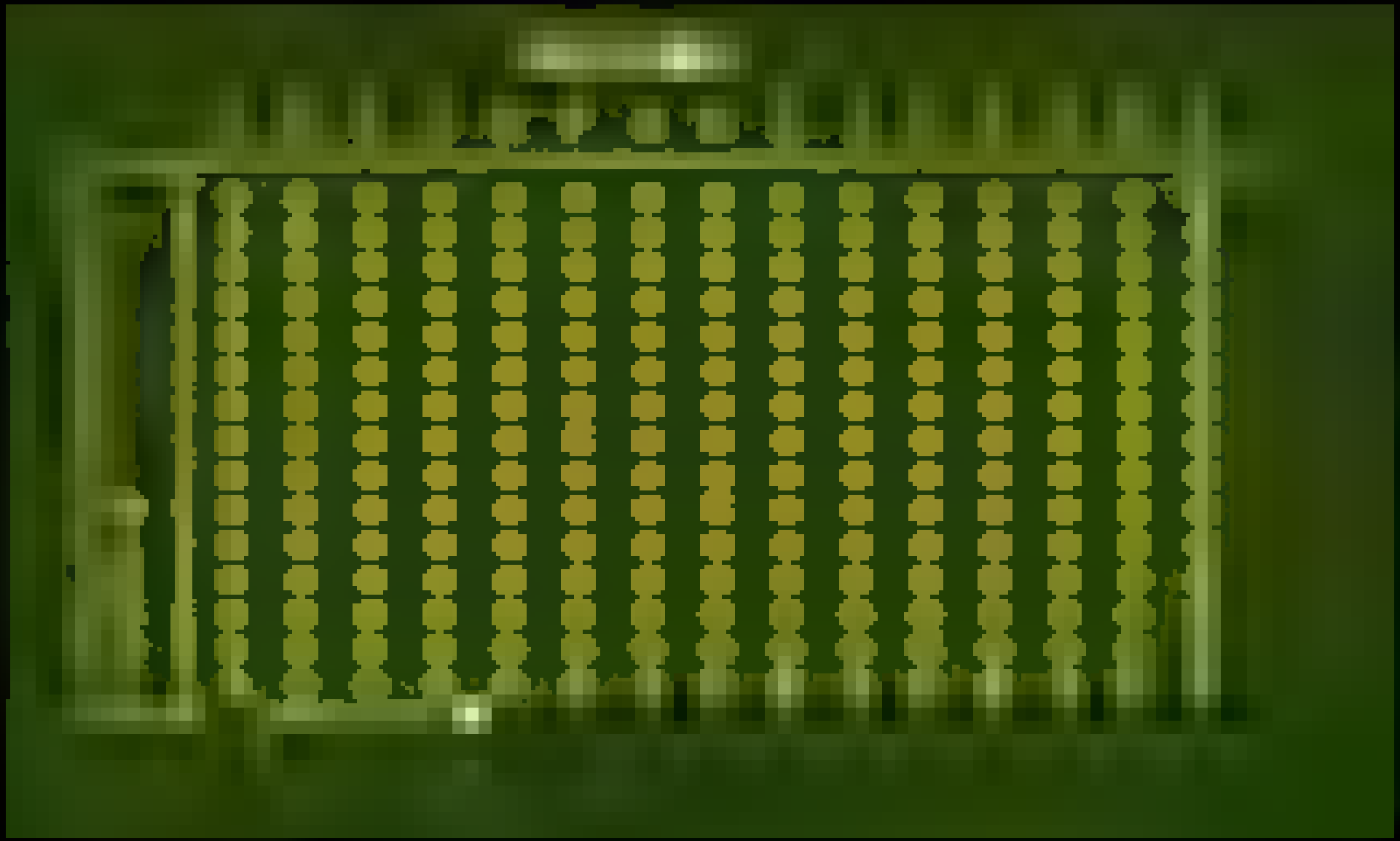
BY DEREK JOHNSTON

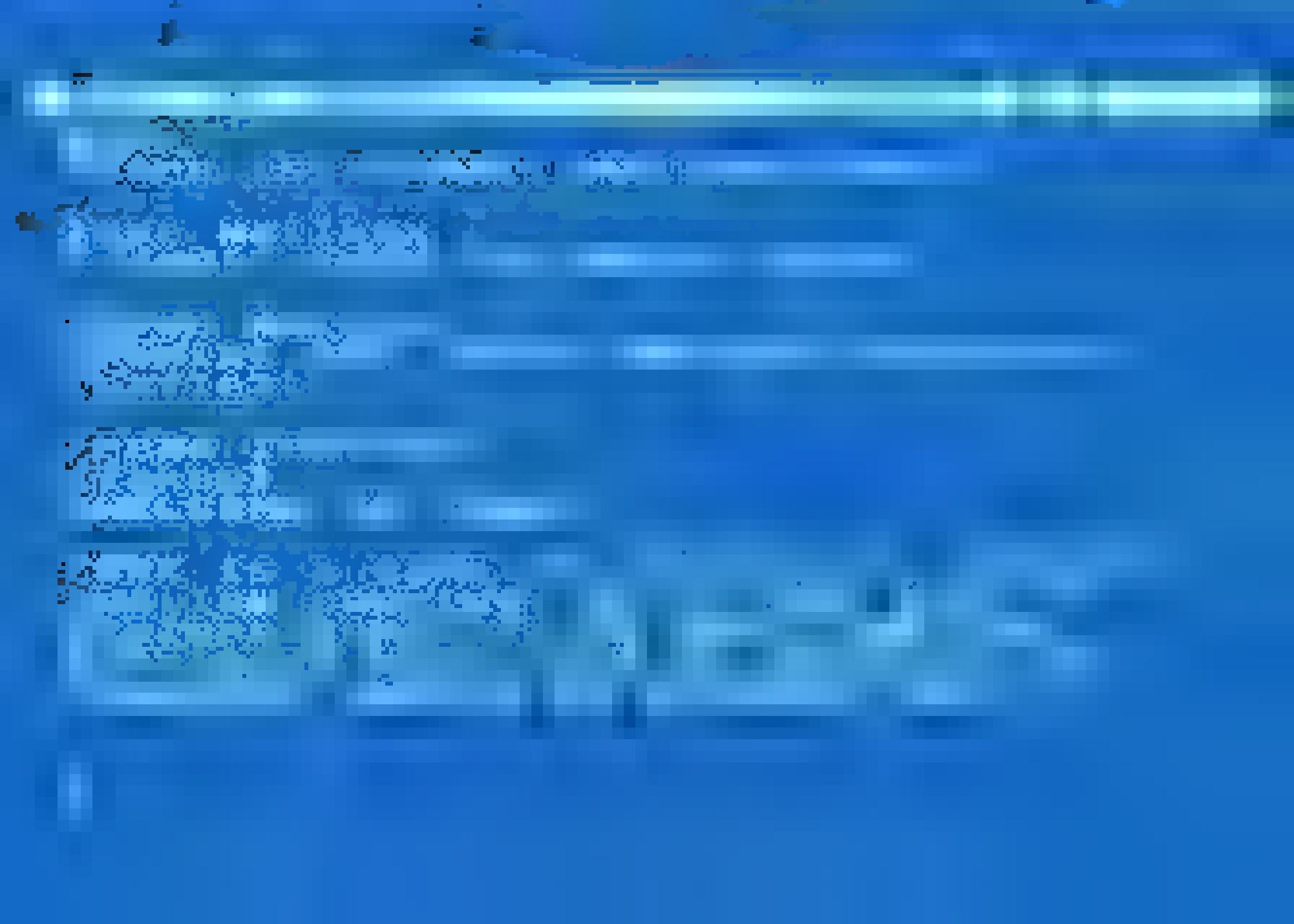
OPTION SELECT

LEVEL ZONE 1

SCORE 0

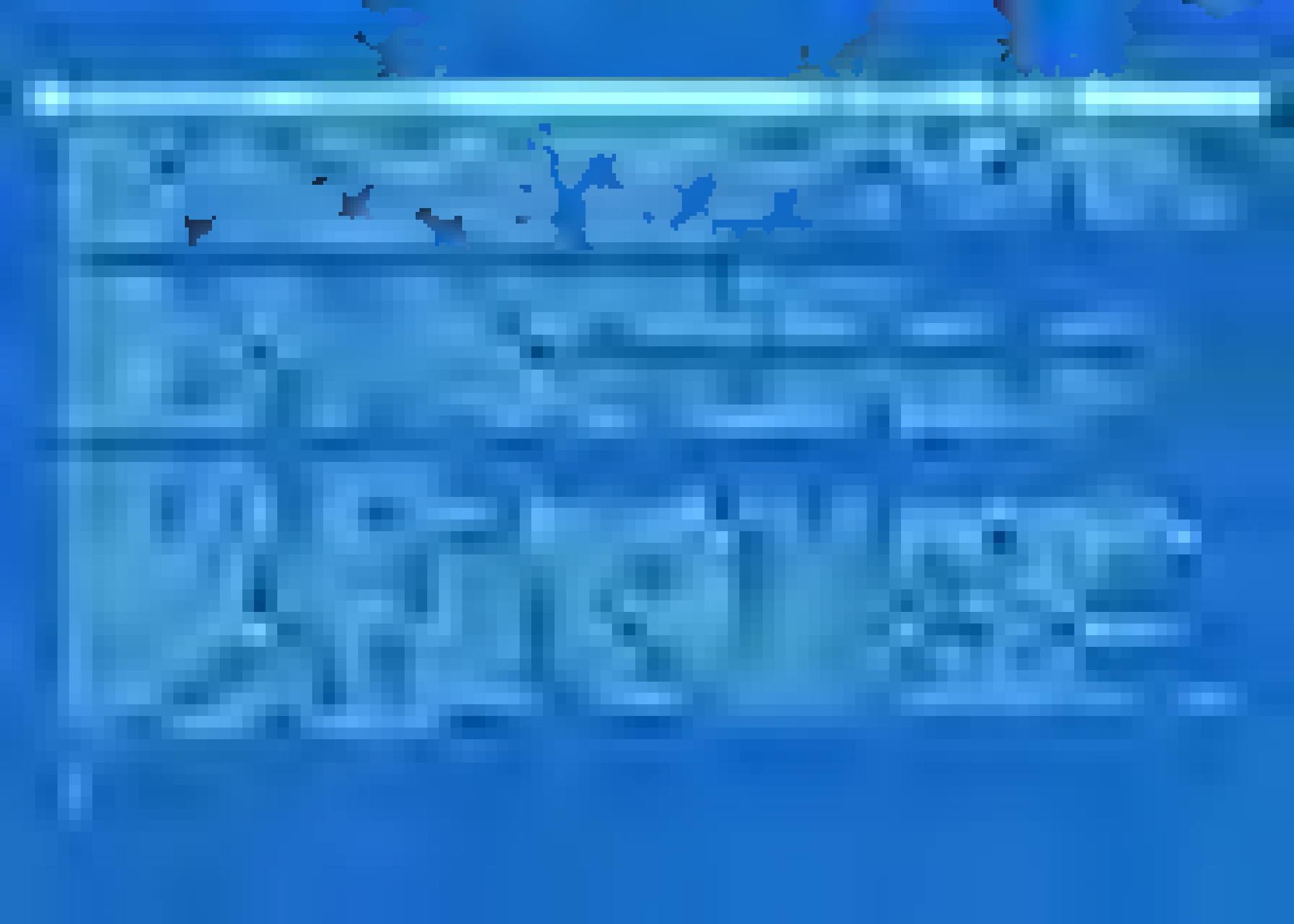
HI SCORE 6000











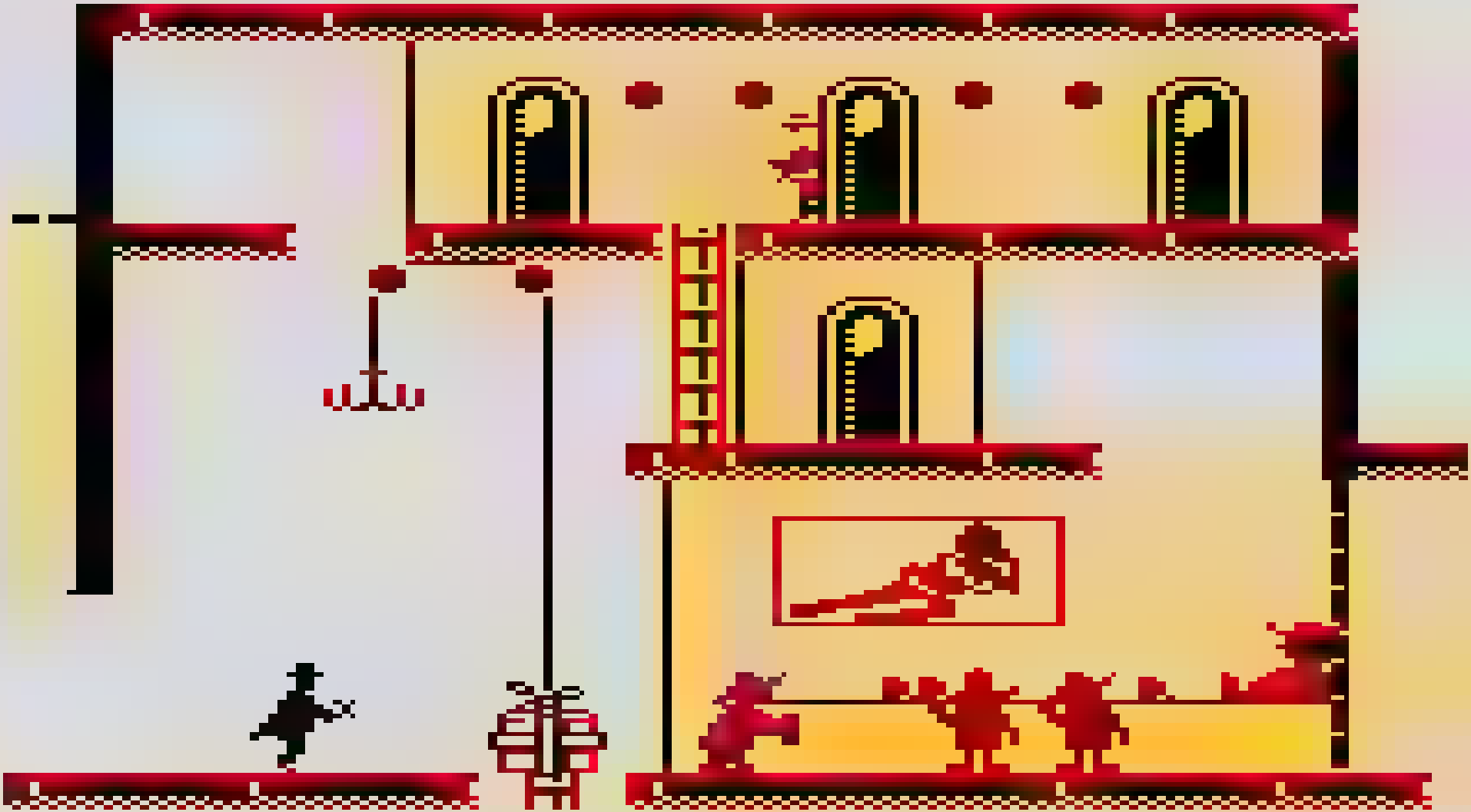




Score 000005 High 000005 Bonus 1000
Lives 4

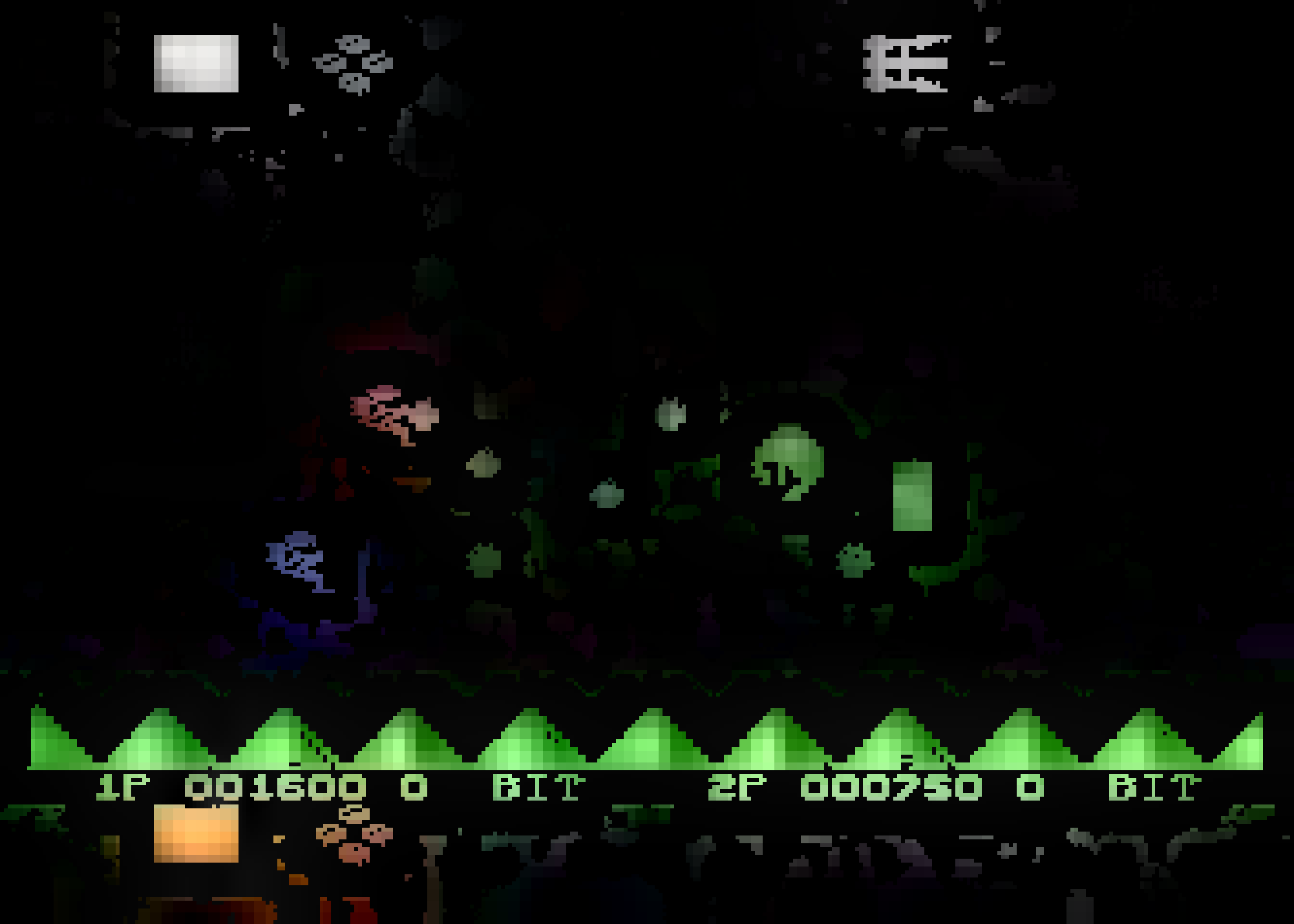


Score 001005 High 001005 Bonus 9300
Lives 4




Zorro


1P 000250 3 CREDIT
2P 000000 3 CREDIT


1P 001600 0 BIT
2P 000750 0 BIT


1P 001900 $ ORBIT
2P 000000 $ ORBIT

ZYBEX II

ZYBEX II BY

KRISTAL

GAME FEATURES

NATIONAL SOFT

MUSIC BY

EDDY SELFTEST




SEGA
1R 014500 2 B WAY
2R 000000 5 3:0120

Z80EX 3

RE-EDITED BY SERGIO BORSSI

OTRO EXITO PRIMA

REEDITED BY

SERGIO BORSSI

PARCHE NEGRO

ORIGINAL GAME

BRIAN JOBLING



ZYBEX

PROGRAMMED

BY

BRIAN JOBLING

GRAPHICS AND DESIGN

BY

MICHAEL OWENS

MUSIC AND SFX

BY

ADAM GILMORE

